



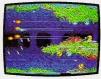
GRADIUS® III

You are the pilot of destiny, flying your Modulated Artillery Exalter (M.A.X.) against Bacterion, a mammoth malignant mass. Prepare for an audio-visual bilitz on your senses as you select your weapons from a stellar array of alien blasting devices, featuring five different categories. Your options include Hawk Wind Missiles, Twin Lasers, the Cyclone, Mega Crush, and many more.

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you won't receive all-important clues, or be allowed to go for broke at "hidden risk" areas such as the Quiz House and Horse Races.

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EGM takes you to Japan for an exclusive look at the development and unveiling of the first Sega CD-ROM game!

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Leading Edge Get the first glance on all

the newest games and latest technology from the coin-operated video game world! In this new regular feature to EGM, we'll show you what's new in the arcades and showcase the hot new graphics and game play that only coin-op can deliver! Be sure to grab your V.I.P. pass and visit the AMOA arcade game convention and dig into the first pix of Konami's sizzling new Teenage Mutant Ninia Turtles 2 arcade game! Could this be the 16-Bit home version - you be the judge!





New in the arcades is Konami's Teenage Mutant Ninja Turtles 2! Check out our spread on this upcoming mega-hit as well as other games on display at the AMOA arcade game convention!



109

!! BONUS !! LYNX INSERT

Special to Atari Lynx owners, find a full 32-page mini-magazine with tips and previews of the latest games for the system! Must reading for every Lynx owner courtesy of Atari!

187

!! BONUS !! NEO-GEO INSERT

Tons of games and a special contest on the only 24-Bit system on the market!

Rip into an expanded International Outlook section with the first pix of great games like Xardion!

252 Super Play Pt. 1

Blast through the latest adventure of ninja master Ryu Hayabusa in the third installment of the popular video game series. Tons of maps and tips will help you guide our hero to victory over the forces of evil!

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Super Play Pt. 2

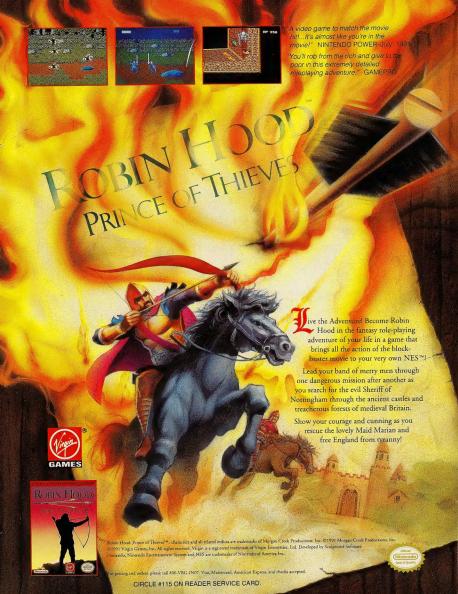
The second chapter in our Sonic strategy blow-out brings you the next three levels of play as well as the tips you need to succeed! Let Sonic show you how!

264

Super Play Pt. 3

Blast your way into the heart of Bydo Empire and come back alive with our first Super NES Super Play! Tons of maps and tips to help you defeat the alien enemy once and for all - 16-Bit style!

88



THE ULTIMATE QUEST FOR FANTASY PRIZES PLAY AT HOME TO WIN!

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*See official Treasure Master™ Competition Rules for complete details.

DATE INFORMATION

- · April 11, 1992 at 12 PM EST watch MTV from 12-1 PM or call 1-900-370-TREASURE any time during the competition period and discover the secret password.
- · You will only have 12 hours to open the treasure vault (April 11, 1992 12 PM until April 12, 1992 12AM).
- To be eligible we must receive your official Treasure Master™ registration before April 8, 1992.

For more information call

1-900-370-TREASURE (Call will cost \$.50 per minute-ask your parents first.)





The Treasure Master™ competition is sponsored by American Softworks Corporation™, 228 East 45th Street, New York, NY 10017, which is solely responsible for the awarding of all prizes

The decision of the Treasure Master judges shall be final and binding on all matters relating to this competition.

Nintendo of America, Inc. is neither a sponsor of nor affiliated with the Treasure Master competition and expressly disclaims any responsibility for the conduct or administration of the competition.



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November, 1991

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THE STATE OF THE INDUSTRY

It is a welcome honor to once again be contributing to the editorial page of Electronic Gaming Monthly magazine. Much has changed, both at EGM and in the industry at large, since the last time I contributed to this section of the magazine almost a year ago, but these important events have done nothing but strengthen my belief that video games are here to stay.

In your hands you now hold the largest video game magazine ever made for American game players. It's the culmination of many hours of fun and games, not to mention a strong commitment made to you by both the staff of EGM and the dozens of video game publishers that are now producing softs for systems ranging from the Nintendo to the Super NES. The industry recognizes the important role we play and many of the most important companies have chosen to use our pages to deliver their important messages to you.

From the very beginning of EGM our goal was to always deliver the hottest information, be it a game system in secret development or a hidden playing tip, and with dozens of exclusive announcements we feel we've fulfilled this job with info as good as can be found. EGM now has representatives in both Europe and Japan and has continued to expand its global reach by forming World-Net, a special organization of leading video game magazine publishers. We have always tried to be prompt in our reporting and, as always, we greatly appreciate any feedback you can give us on our performance.

We've also reached out to our advertisers to create interactive inserts that will not only attract you to new games, but will also be helpful in playing your favorite titles. In this issue Atari has provided you with a special 32-page mini-magazine that highlights their new library of games, not to mention similar supplements from SNK Home Entertainment and Electric Avenue.

You'll also find a new regular feature in this edition of EGMI. Through a special agreement with the American Amusement Machine Association, the governing body of the coinpy video game industry, EGM will represent the arcade game manufacturers with a section that focuses on the high-tech advances that these games possess over their smaller console counterparts. Be sure to check out our coverage of the AMOA convention as well as the first pix of Teenage Mutant Ninja Turtles 21

Many of your most popular sections have also been expanded thanks to EGM's new size and scope! You'll find not one, not two but three Super Play specials, with mega maps and intense game tips on Ninja GaiDen 3, Sonic the Hedgehog and Super R-Type. Other features include Batman-The Return of the Joker, Rolling Thunder 2 and Super Ghouls and Ghosts which is part of our Super NES special.

In short, EGM gives you more! More tricks, more maps, more reviews and more pages! While other video game magazines are giving you less info and increasing their cover price by as much as a dollar, EGM is providing almost three times as much news, reviews and previews for the same low price! While it may not be true of the other guys, the only thing you'll ever see EGM increase is the size of the magazine!

I wish to thank you for supporting EGM over the past year and hope that you enjoy the many new and exciting additions we have planned for all of our video game publications in 1992. You can rest assured that EGM will remain the biggest and best thanks to your loval support.

Steve Harris
Publisher, Editor-in-Chief



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MORE NEO-GEO..!

Back in March you published one of my letters to the editor. My question dealt with the reasons why you were giving so little coverage to the Neo-Geo system. You then said that you would be the sole magazine to rate their carts; you even reviewed Magician Lord and Ninja Combat. You said that I should not let my subscription die out because EGM would be reviewing the carts. Now it's almost September and there have been no more reviews. What happened?

Michael Daley Long Beach, CA



The new 2 player action/RPG game - Crossed Swords for the NEO-GEO.

(Ed. We had planned to begin our NEO-GEO coverage that very next issue but it took longer than expected to arrange for loan carts. Rest assured, everything is now in place and our NEO-GEO coverage starts this very issue! Check out our exclusive 16 page NEO-GEO insert beginning on page 191! As usual, it's here first, and then only in EGM! Enjoy!)

ON THE TAKE?

Everyone knows that this mag has the best coverage, info, and pics. Many people, including me, usually use the ratings as a quide of what to buy. and also as reassurance of a new purchase. However, the fact that this (and all) mags run on advertisers' support stirs up an important issue: Do the ratings tend to support games from high-pay-

ing advertisers?

Renovation Products and Electronic Arts are two examples of (what looks like) strong advertisers. I own a Genesis and look at the ratings from games produced by these manufacturers. Sometimes, however, it seems as though these ratings are somewhat curved for these companies. Are you urged by companies to rate games higher because they buy a lot of ads? How is this problem dealt with? Are ratings or not? Or are there 'under-the-table' dealings with some or all of the companies? Let your readers know!

Brian Gottlock Nanuet, NY

(Ed. You bring up a lot of very good questions Brian. The two companies you mention are indeed 'heavy' advertisers in not only our magazine but also in most of the others. Are we influenced by that? Definitely not! Do we 'skew' our ratings for them? Again, no way! Check our track record. Budokan got a 3,3,4,5; Tour de Thrash got a 3,4,3,4, James Pond got a 4,4,3,6. Hardly impressive ratings! Final Zone for Renovation got a 4,5,4,5 - again well below average. Do the 'big' companies get good ratings - perhaps. But, not because they are influencing people. The large companies are the ones who can afford spending much more time (and money) in developing, programming, testing and fine-tuning their products. That is why John Madden gets all 9's and Gaiares an 8,9,9,9. Our ratings consist of 4 (not just one) independent opinions. Actually it's not hard to tell who is 'skewing' their ratings. Rent the game, evaluate it yourself and check how all the mags reviewed it. It won't be too difficult to tell who rates 'high'.)

THE GREAT DEBATE... SUPER-NES vs GENESIS vs TURBO

Dear EGM, I was wondering what is better, Genesis Turbo or the Super NES.

Robby Carbone Helmet, CA

(Ed. Way back in issue 8 we posed the question as to whether the Turbo-Grafx or Genesis is better. Now the S-NES is out and hundreds upon hundreds of letters have come in similar to the one above. Most players are very opinionated, usually in the direction of the system that they own. Below are three to start off the great debate. How do you feel? What are your opinions?)

When I saw the Super NES I couldn't believe my eyes! I have to tell you that it has the ugliest design since the Atari 2600 or Intellivision. They need to go back to the drawing board. If I had one I'd hide it under some sort of cover! Ugh! The Japanese Super Fami looks hot! Why did they make such drastic (and stupid) changes? The only good thing is the 6 button controller. And what's with the dorky name? Can't they do better than that?

Styling aside I think Nintendo is too late to even compete with the Genesis. Genesis is on their second generation of games while Nintendo is floundering around with losers that are plaqued with slowdown and flicker. Genesis has the sports and RPG categories already locked up. For my money I'll take Streets of Rage over Final Fight: Gaiares over Gradius 3 and Sonic the Hedgehog over Mario 4! The Genesis cruises at over 7 Mhz while the S-NES limps along at 3.5. Add in the CD-ROM to the Genesis and the S-NES is totally lame. There is NO comparison!

> William Miller Lawndale, CA





AUTHENTIC, F-1 ACTION DOWN

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RACE AGAINST TIME OR AGAINST
A FRIEND FOR THE WORLD
CHAMPION TITLE ON
SIXTEEN OF THE HOTTEST
RACEWAYS OF THE
INTERNATIONAL CIRCUIT!















I own a Genesis and just bought the Super-NES. From the graphics, sound, play control and Mode 7, I believe that the S-NES blows the Genesis away. Don't get me wrong, I enjoy playing my Genesis and just bought some great games but it can't come close to what the S-NES can do. The graphics and sound are the best I've ever seen and heard, but the Mode 7 is what really puts the Genesis to shame. Yes, the Genesis can catch up to the S-NES but it will cost me another \$350 to get the CD-ROM. Granted there is some slowdown in some of the new S-NES games but if you recall the same problem occurred on the Genesis when it first came out. Give the S-NES programmers 6 months and they will solve the problem. Then where will the Genesis be? Having both, I'll take the S-NES any day!

Brian McSwain Sanford, FL

What's the big deal? All I hear you do is rave over the Genesis CD-ROM. Then you say that most of the games will be Japanese RPG's and military simulations. And finally you say it won't be out until next summer! Forget that! The Turbo with it's CD-ROM will give you what you want NOW! They have the extra years of programming for their CD-ROM and it shows. Where can you get motion video in games (Sherlock Holmes)? Turbo! Where can you get the best sound (Y's 2)? Turbo! Where can you get the best action in a game (Valis 2)? Turbo! Add in the new games like Loom, Y's 3, Valis 3 and 4 and It Came from the Desert and you'll see there's no need to dream about what a nonproduction CD-ROM can do as you can have it all now with the Turbo!

> John Sikes Detroit Lakes, MN

SUPER-NES IN SUPER VHS

I bought the Super-NES on it's release date and I worship it. Since I have a new monitor-style TV and I immediately hooked my S-NES using the audio/video cables. The graphics are crystal clear and the stereo is truly

mind blowing! According to an older Issue of EGM, the next step up is to use the optional Super-VHS cable for this system. My question is, how much better can the picture get. Will the difference be noticeably better? Is the cable worth the extra 20 bucks?

T.J. Rappel Appleton, WI



The Japanese Super Famicom Super-VHS cable works on the Super-NES.

(Ed. We have to agree that there is a world of difference between the standard channel 3 hookup and the one using the Audio/Video cable. The stereo sound and ghost-free picture is something that everybody should try.

The next step up - the Super-VHS cable does ofter some improvement in the picture. The main difference is in the colors on the screen. There is somewhat less color fringing and overlap. Expect an improvement of about 10 to 15 percent. To many people this will not be noticeable. The price of the cable isn't overly excessive and it is worth trying. But don't expect to see a major improvement.)

MEGA-CD UPDATE..

Each month when I buy your magazine I find that issue is better than the previous. First I thought it was just due to the increase in size, but the content continues to improve also. I'm a devoted Genesis player and I find the MEGA-CD-ROM to be the ultimate accessory. Have you been able to learn more about this great item?

> Ron Ward Newark, CA



Sega/Micronet invited EGM to try out the new MEGA-CD-ROM.

(Ed. Indeed we have! For the full story check out this month's EG Express column starting on page 38. Sega and Micronet invited the "most important magazines in the world" to learn about, see, and try out production number 001 of the MEGA-CD-ROM. Ten magazines from Japan, one from Taiwan and only one from the U.S. (guess who!) were invited to attend this monumental announcement.

At this event Sega announced that the MEGA-CD-ROM will go on sale in Japan on December 2nd, plus or minus one week. All the specs announced previously have not changed and some further clarification and comparisons were made. Because of the huge 6 megabit of RAM, the MEGA-CD-ROM can produce motion video three times the size as those done in Sherlock Holmes for the TurboGrafx. Also with the ability to do biaxial rotation in hardware, arcade games like Assault can now be done. True flight simulators which require height, width and depth (the S-NES Mode 7 doesn't have the third dimensional capability) are possible for the first time on a cartridge machine.)

GREAT SEGA INSERT..!

I just got my copy of your October issue and I had to FAX you my comments. First, I get all three of the mags and I couldn't believe the difference: 82 pages, 118 pages and 204 pages. Your Sega Insert (awesome!) was larger than your competition's whole magazine! I used to think that all mags were about equal but now it is clear who really leads the pack. Your Sonic maps have to be seen to be believed and the Star Wars and Empire coverage blew away those who had special coverage! How are you going to top this in November!

Noah Freer Los Angeles, CA

(Ed. As you can see from this issue we did top October's 'telephone book size' mag. At 274 pages we have just created the largest issue of a U.S. monthly game magazine ever! Competition, what's that.)



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FRUSTRATING GAME...

Since you claim to be the authoritative resource on video games, I am giving you your chance to solve my problem. I am having extreme difficulty in getting past the seventh level in Battletoads. It now is getting frustrating as I keep on dying and then have to start all over. It seems to take forever to get back to the seventh level just to try it again and die. Is there an easy way to get past this difficult spot?

Carl Leeb Buena Park, CA

I really appreciate the special game tips you print, especially the maps and secret codes. I have been having trouble on Battletoads, however, and was wondering if you have found any special tricks or codes that will let me skip to the higher rounds so I don't have to continue restarting at the very beginning when all of my lives are gone. Can you help me?

> Matthew Gold New York, NY

> > CYME

EKC-

(404)

(Ed. You're not the only players who have written in with problems on Battletoads. It is quite a difficult game and unfortunately, there presently aren't any known built in tricks like a level select for this game.

There is help though, in the form of a brand new product due in stores shortly. It is called the Game Action Replay by Acemore International Ltd. of Harrisburg, PA. This spectacular device, as described in last month's EG Express column, allows you to store your position in any NES game (The memory is large enough to store your game up to 5 times!). With a battery back-up you can even remove the cart and it won't lose the information! So, in your case, you could get to your 'tough spot', save the game on the Game Action Replay cartridge and then continue playing the game. Should you die and lose all your lives you won't have to start the game back at level one. Access your saved position on the GAR and begin again from your last position! Best of all, the GAR is a licensed Nintendo accessory so there won't be any problems like the Game Genie had)

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EGM AT CES...

First off, I would like to tell you that I had the pleasure of attending the CES in Chicago. What an experience! I had a wonderful time seeing all of the games and new technology that your magazine had informed me about so long ago.

I also want to tell you how proud I am of your publishing power and generosity at CES. You guys were so much more popular than any other magazine booth. I was there the first day when you ran out of all your magazines. Then you brought cartons of fresh issues, and from out of nowhere there was a huge flood of people who practically crushed me trying to get their hands on one. They cleaned you out in about 10-15 minutes! From the looks of things you really were a hot item!

Cord Barrett DeQuoin, IL

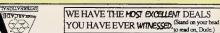
(Ed. We did have fun at CES and there was quite a rush to get our new (at the time) Terminator 2 issue, Over the period of the show we gave thousands upon thousands of copies away, including issues of our different magazines. You better get to our booth early at the January CES show Cord, because if the trade made a rush for our 'little' 128 page July issue, just think what they'll do to get our 272 page 'telephone book'!)

HOT NEWS

I have recently received your September issue and it's great. I like to look at the other mags too but they're just not the same. They don't have the news of tomorrow like you guys have. I was wondering, how do you guys get your news and who gets the information for you?

> John Polson Tampa, FL

(Ed. Getting the latest news is not a very easy thing to do John. It takes a lot of telephone calls and many special trips to where the action is happening. That could be anywhere from Japan to England, Luckily, we all get to share in writing the about the breaking stories from the industry!)



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J. Billups, Keokuk, IA

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Finally, challenge your friends to an Atomic Punk showdown. Hook up two Game Boys with a Game Link cable and watch the sparks fly! Find out who's the most explosive kid in town with this 2-player action game!



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the st thing in the set thing in the sets to 3-D action. Seall-grabhics, brilliant colors, phenomenal sound.

Sween Finds has it controls in the controls in the controls in the control in the

stands deen hero
Receive rampage of
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CIRCLE #158 ON READER SERVICE CARS.

19 (91:10) 116

Higher Sanson Batman 2

Ivoe Action Release Dec. Levels: 7 Difficulty: Avg.



The Joe team is back and this time they're backed by Capcom! Cobra Commander is at it again: trying to rule the world as usual. This time, however, he has raised the lost continent of Atlantis from the depths of the ocean, but why? You must help the Joes stop his plans and defeat the intense commanders of the Atlantis project to send the continent back into the sea. YO

huntenco - Capcom

GI-JOE 2

Type Action Release Oct.

Difficulty: Avg.

Levels: 14

The long awaited seguel to Sunsoft's hit game is here. Batman 2: Return of the Joker features larger characters than the first game as well as multiple scrolling backgrounds. The Evil Joker has returned and Batman must locate and defeat him. To do this, you must fight your way through 7 levels of action, past a whole new gang of bad guys to reach the ultimate goal the Joker himself!

I really like the original Batman a lot

and I have to the sequel

lives up to me insigne in most

respects. The large paracters have

much more depth and detail and

although the second remains the

same, the extra enhancements that

Sunsoft has made are welcome!

Like its predecessor, GI Joe has all of the elements of a bet action title. with fairly copy pages ops and a variety of westerns, but the game just doesn't convey to same brand of exciteme expect. The enemies have little personality and the play is far from challenging.

GI Joe - is a Real American letdown in this case. Even the game allows you to prek your favorite muscle-bound trooper the graphics and music aren't as appealing as gameplay, they could so however, helps compensate for some of these shortcomings.

This sequel reminds me of the way the classic to be enged from a foot to 3 incles tan lis cart just doesn't do asticento the GI Joe name. Sloppy controls and repetitive game play are away from any potential excitement. Typical for the NES! YO NO!

GI Joe isn't a bad cart at all with its Castlevania type serolling and action. Chores your to orite Joe? Cool! The graphics? Well, let's just say they're 8-by Dow for the sound. Anyway, GI June of an action packed cart once you get the hang of the controls. Yo!

THE "CREW"

> What's a publisher to do when he's got so many killer carts to choose from?!? Poor Steve has been blasting through the best the Super NES has to

Super Ed is a travelin' man this month, with trips around the world in search of the perfect video game. With a Mega CD-ROM under his arm (don't tell Sega), Ed is content.

Martin thinks he's such a stud now that he's mastered Super R-Type. Too bad he doesn't realize that he's been playing with the slow-motion button

Sushi is still rubbing his head after mastering Street Fighter 2. He still thinks it will eventually surface on the SFX, but no one at Capcom will confirm this rumor...

Batman 2 really shows just how far 8-bit power constant The paralax scrolling is the seeses are also detailed, who many elerent attack styles. Eventure man has an entire arsenal up his sleeve, the theme of the cart is still exciting!

This cart has about the best looking visuals that the seep on the NES.

Despite the provement there is something missing from this sequel that made the first so good. The game plan simited to a walk and shoot contest with pretty graphics and shallow game play.

Batman is back, but he's had a face lift this time! The desily be called anything if the man character didn't look se much like Batman. The Batarangs are gone, and now one of my favorite watting around with lasers strapped to his arm. Not bad, just not what I expected.



S offer!

E

D

SUSH

The game of the future is here today

- High-speed futuristic action/adve
 - Graphics with full 16-bit power.
 - Stereo sound with fresh effects.
 - 3-D backgrounds pull you into
 - High that all regularity





Nintendo

Nintendo - Tecmo Ninja Gaiden 3

Type: Action Release: Sept. Levels: 6 Difficulty:Easy



Ryu is back for the final installment of the Gaiden trilogy. With the same type of action as the first two carts, Gaiden 3 carries on the continuing adventures of Ryu Hyabusa and his dragon sword. This time, Ryu is up against an enemy tougher than any he has faced before. It includes all new bosses, enemies, and original levels and music. If you enjoyed the first two, then get ready for number 3!

What has to be the best of the GaiDen series, The Ancient Ship of Doom makes the lack of difficulty and awkward sontrols that kept previous sales games from being full the The has worn a little thin, but action, sounds and graphics are still top notch!

Now this is a sequel! All of the classic power-ups and combat skills of the ninja market have still been retained. An all new novelistic plot has been added, along with new arma de ays as well. Everything bosses to background are truly stupendous!

This is a player's game. Only 3 continues make this the perfect cart for those where the first two carts. ng sis a high stress cart mended for wimpy games. asts great graphics and music, although the cinemas are kind of cheesy

Ninja Gaiden 3 is a worthy challenge for anyone who has finished the previous que aphics are the same, the music was that Ninja Gaiden "feel" and the control is comparable special like the new power-ups and the cool levels. With only 3 continues, it's rough!

Nintendo - Konami Where in Time is Carmen Sandiego

Type:Action Release: Nov Levels: NA Difficulty: Ava.



Are you looking for the famous computer title Where in time is Carmen Sandiego? Well its here for the NES. With the same game play from the computer version, this will probably draw the attention of the computer players, who may also be Nintendo fans. A faithful translation from the computer, with its first person perspective and role playing type theme, this might be one to check out.

The whole Carmen series has proven to be a big hit on computers, but the slow game and need to re to outside source material defectes an pal fun I was having on the quest his title does have an important soucational slant, but it's not for shooter fans!

A very important game for the NES. While it isn't a real action game, it does have ne action overtones to reep the pace of play quick and the per or interaction with the researce materials constant. A seat learning game that's also a lot of fun.

Obviously a cart that will only reach a specialized group of players. Personally to some s a bit too boring and new enturior me. The mystery of mydiane Carmen is involving enguand w you in, but not be a repeat this one will offender in my book.

This title is a blast from the computer world of stardom, On the Nintendo, it comes off very interesting and sometimes educationa ques all players. The music and neither are the sound...... but the game play is easy to follow and fun.

Genesis - Electronic Arts Star Flight

Type:Strategy Release: Nov. Levels: N/A Difficulty:Hard



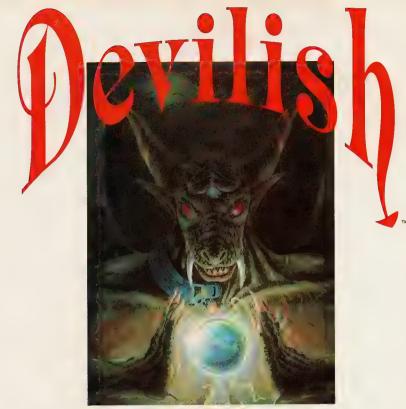
With a combination of galactic conquest and ship to ship combat. Star Flight brings a very literal translation of the computer classic to Genesis screens. Patrol the universe, hunting out new planets, allies and enemies as you seek to expand your grip on power across the universe. With great attention to both the action, strategy and presentation, Star Flight duplicates the feel of the computer game.

Star Flight uses the same concept we saw in Star Control, combining action with the secretary conquering the galaxy. Floor, though, has a much more meresting esplay, better interaction between the action sequences are the systems, and a much more appealing tone.

There is very little in the way of intense" game play to be found in Star Flight, by the overall theme is executed extremely we. From the different types of strategy that can be employed to the acasional bout of combat, Star right represents a great example of a two theme hybrid.

At first I thought this would be another boring computer port and a waste of my the control cart shows a lot of promise. Exporing the solar system and land on various planets is leasting and the game is highly detailed not spectacular but solid game p.ay wins me over.

Another computer relative, Starflight blasts into regions unknown, displaying degan s and okay sound effe No other Genesis exploration the goes are such detail, but maybe the ture, more designers with time to make good solid games like Starflight.







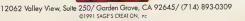


Breaking Up Is Hard To Do.

Especially when you're playing this game. If you think you've seen this one before, you're right. And wrong. You see, our game is much, much, more complicated, with monstrous enemies, high-tech UFO's, and walls and walls of blockades. So we gave you two paddles, offensive and defensive, just to even up the odds. But don't get us wrong. You'll like this game. You'll just have a devilish of a time getting through it alive.









Genesis - Sega ToeJam & Earl

Type: Action Release: Sept. Levels: 6 Difficulty:Easy



What happens when two hip rappin' allens crash land on Earth? You can only find out in ToeJam & Earl. These two guys have to find the ten pieces of their spaceship, that have been scattered all over the game, to be able to return to their home planet. Sampled sound effects and hamorous visual effects also add to the theme of this cart which tries to take the Genesis in a whole new direction.

Toe Jam and Earl is more of a testament to what the Genesis can do than a real garder the asis for the action, the thouse need to locate all the pieces contents. It is really a window in the second reason where the period of the second reason and must could be second reason and must could revise. We are thin fast.

Master rapin' Toejam and his big homey, Earl, are really one truly intense duo desires out boods, one liners, and the entire ast of silly characters (the looker appendix by the some hillarious to the sound of the sound of the looker and the light this truly funky and bodacious cart.

Toe, am and Earl are two really funny characters complete with funny animations and according to the funny control of the funny control of the cart, especially the assistance of the cart, especially the control of the cart, it was just a little two weak in the game play department. Aloha!

If you are waiting for a hilarrous game for the Squa Genesis, this is it! The graphics for security to the state and the hundle state of the security and the hundle state of this world! I recomment this about this world! I recomment the security who likes a good laugh. The same who's Trixie? No heddenbox found here...

Genesis - Renovation El Viento

Type: Action Release: Nov Levels: NA Difficulty: Avg.



Set in the 1930 s, El Viento by Renovation is a great action game for the Genesis. An evil storm is washing down upon New York. The worshippers of Hastur, an evil outer world being, are planning to sacrifice a young girl to resurrect their evil liege. A young woman named Annet, must destroy the cult and their ambitions to rule the world, wielding a boomerang and powerful madic.

El Viento has got one of the greatest combinations of hot graphics and play action I was a larger to the work of t

They've done it again! Renovation will never quit making good carts, will they? El Vision so hall a tie-ins with a Powel listed of combat and a backgroup for with alien factions in a saw the cinema displays! and predible pay makes this a winner!

This cart has great game play along with stunning graphics and superior tunes. The bistrong with scart is the explosions and a resome end Bosses. Warthing you see the bubble boss to sation, it's totally cool! Well-owninced game play makes this a superbaction title.

El Viento is a great addition for anyone who liked Valis 3. The basic action is similar to be about the same and the same

Genesis - Renovation Vapor Trail

Type:Shooter Release: Nov. Levels: N/A Difficulty:Hard



Another shooter for Genesis! As a fighter pilot, you get to choose from three of the latest, state of the art fighters before your mission. Many different types of power-ups, and an overhead perspective also highlight this cart. Multiple scrolling backgrounds and a wide variety of enemy artillery, including ground, and air vehicles round out the targets! Toss in digitized sounds and you get Vapor Trail.

Straight from the arcade we get Vapor Trail. Not the best game before and not the test who but for a shooter this die des give a decent thrill. The action we say through most of the testing at the whole package just sent la sign review.

Even though this cart does boast some unique options (like 2-player combo action 1.85 s. your basic shooter commitment some the expected associations of weapons and power-ups of the best blast-em-up I've player, but no where near the worst either.

Vapor Trail is just not intense enough for my tastes. The graphics are decent and the course JOK, but the game is far an easy for an 8-Meg shooter. Its even soons of the course of the



It's twice the fun. Twice the thrills.
Twice the craziness. That's right, it's
The Bugs Bunny Crazy Castle 2.
But Bugs isn't getting the royal
treatment. This "looney" new
adventure on the Nintendo

Game Boy" has Bugs being chased by the whole Looney Tunes gang.

The Tasmanian Devil, Yosemite Sam, Wile E.

Coyote and other crafty characters. There are 28 huge and multi-level rooms. Giant catapults. Invisible traps.

Awesome sound. More than enough to keep you and Bugs hopping. Will

Bugs succeed in his crazy attempts to rescue Honey Bunny? If you're a Game Boy player, that's up to you. Their future is in your hands. So the sooner you start the better. The Bugs Bunny Crazy Castle 2. Even better the second time around.





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KEMC□ <u>*</u>SEIKA

TurboGrafx CD - NEC Wanderers from Y's

Type: RPG Release: Nov Levels N/A Difficulty:Easy



Y's 3 continues the adventures of Adol, the legendary hero of Y's. Adol must once again rescue the people from turmoil. Armed with his sword, and all new magic, Adol is well prepared, but is it enough? This time the action takes place from a side scrolling perspective instead of the 3/4 top view as in the first disc. Animated cinema dis-plays, and multiple scrolling back-grounds are also used.

While there's no denying the fact that CD games with long, intermissions, music and so of ere importue, they need to be supported to good game play. Y's 3 is wanted there, with little quest left in the adventure. The action has bear doned a bit, but it still is way too easy.

The magical power that is Y's has just returned! Even though this carries the result of the awesome RPG, it's just very to easy! Fortunately, the voices and internake up for more than mate and it's a great sequel that any of the original should check out!

I think that this disc misses the high marks of the onginal. The music is phenomenal and ready jams on a good stereo system. The game play, however, is extremely limited. There is little or no challenge here and the whole quest is see straightforward for an adventure game.

Finally! A title that betters its predecessors! The came play is much more framewing his time in the land of Net Now your swing your sword! About time. It has the yellide attack meaning the max! The quest is prehy wor, at the music will blow you away!

Turbografx CD - NEC Valis 3

Type: Action Release: Nov. Levels: 7 Difficulty:Easy



The adventures of Yuko and her Valis sword are continued in Valis III for the Turbo CD-ROM. This time, Yuko is forced into battling Glames, who happens to own the Leethus sword, the counterpart to Yuko's Valis sword. This time around, Yuko has the help of two new found friends who you can change into curing play, one with a whip, the other with powerful magic. Animated cinema displays

Valis 3 is really a good example of taking the benefits of the CD-ROM technology as page when with a very hot gare. The best, adventure, action dispine sounds, music and overal some of the left for beginning to envir us more of this NEC and you can tigo wrong.

This must be the month of the successive CD sequels! This game is truly a trib must be for over the Genesis version of which general versions of the common level and some state of the sequel I can't wait for the sequel

Finally a Turbo game that blows away the Genesis version of the same name! Sear item of and cool cinema displays are demittely a step above the cartrades vision. I don't like the mixed Chip/CD sound-track, but it sam sounds impressive. My one complaint is that it's easy.

Don't wait up! This is the best of the Valls trilogy yet! With number four coming soon and a must for those who are coming to keep up with the sensit Anyway if you want to follow also with the game are grab some headphones. The tunes are superbit.

Gameboy - Konami Blades of Steel

Type: Sports Release: Dec. Levels: N/A Difficulty:Avg.



Grab your stick and get ready for Blades of Steel Gameboy style! With all of the options from the first cart and some new ones added in. You can select a practice mode that lets you hone your skills in the fight scenes and penalty shots, to make you the best on the block. With your video link, you can really blow away the competition. Take on the same teams that you put to shame in the Nintendo version.

Good game play is a constant in this game, but there are a few flaws. While the bit describes complicates some Gamerov title with quick movements is several, it's not as pronounced an eight be. I liked the Double arbble style and additions of Blaces - it's worth a look.

Blades of Steel Is a great sports game that takes the GameBoy to the limit. Fast the street little or no smudging of the sorter, combined with games within the game that include fight seems, make Blades a winner with accord graphics and sound support the title.

Blades isn't that bad for a GameBoy title. The action is, a title fast and blurs a lot but for gaze blay is solid and fans of as NES cart will enjoy it. The additional dosesses a la Double Dribble also adds to game as does the two game as does the two gaze and practice modes.

I don't think I'll ever really like a GameBoy game. Personally, I wish Nintendo would relate a Gameboy extinct and see for a 8-bit NES portable! The stephes sten't that hot and the many seems of the s

THE YEAR OF THE DRAKKHEN.

This is the year of Super NES. The year some of the best RPG players may go down in flames. Because this year you will enter the world of Drakkhen.

You've confronted many monsters before. But never fire-breathing beasts of such scorching realism. Over 50 giants and winged beasts in spellbinding 3-D. You've journeyed in

other mystical lands. But none with scrolling,

360° landscapes with

panoramic views. Horizons change from day to night before your very eyes. In your quest to restore world peace,

you will learn many powerful spells. Prepare for battle by collecting weapons and magical objects. But nothing will prepare you for the speeffects, the eye-popping

cial effects, the eye-popping graphics, the stereo digital sound experience. Drakkhen. It's the Super NES game of the year. The role playing challenge of a lifetime.



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CIRCLE #211 ON READER SERVICE CARD.

Gameboy - Taito **Battletoads**

Type: Action Release: Sept. Levels 6 Difficulty:Easy





The Toads are back for more on the Gameboy. With the same basic theme found in the Nintendo 8-Bit adventure, the toads use all of the same unique fighting moves that they used in their first adventure. This is a whole new adventure though, with original levels and Bosses. The game still employs the same detailed graphics as its Nintendo counterpart, and no play control is lost in translation.

Lloved the Battletoads on the NES and I think they nold up just as well on the Game of the few action games that he by has the power to put you back for more. GB Toads shales a of its sommon with its 8-Bit cousting and shrows some new features in for good measure!

One of the best GameBoy games I've ever played! GB Battletoads takes the best bantone withe original NES game and throws it just enough to make the adventure seem completely spique 4 great game with all the features done with a superb style!

The Toads actually make a pretty good GameBoy cart. The animations are still meet and he most of the funky moves are there as well. The music is well-done and sounds great in stated the ame play is just as interes as the NES version and well-deserving of the name

The adventures of the Battletoads continues on the Gameboy! Too bad the Gamebo 5 50 mg or this would have been a great title! The graphics and music are ruined on this inferior system Look toward the Super NES, Sattletoads, the GameBoy just doesn't do you justice.

Gameboy - Tecmo **Tecmo Bowl**

Type: Sports Release: Nov Levels: N/A Difficulty:Avg.



Another sports game on Gameboy! Take your video link and a friend and play Tecmo Bowi on Gameboy! Same game play as the Nintendo version, and the same graphics and music are utilized. Pick from all the plays that you used in the Nintendo version. Also has a one player option for when your friends aren't home. Take on the usual pick of teams that challenged you the first time around.

Tecmo Bowl, another great game on the NES, has been translated nearly perfectly to the same From the ability to use your NE codes to a great look and gray mechanic, Tecmo Bowl is on ports games I've played is a meld Nintendo system. File it under hit!

Another great game from Tecmo! Tecmo Bowl is a fantastic translation of football from the ammers of one of the sest sports simulations ever. Tecmo Bow learnes the great looks, easy same attention and the same codes Bit brother to produce a superior hand-held cart!

For some reason, football on the GameBoy just doesn't sound right. This cart is good where near the NES ve son. The fact that you can use al let your or codes from the NES version real adds to this cart, but despressione nice play, the remains too slow for me.

Tecmo Bowl never impressed me on the NES, and with the low-tech afforded by the the the appears even worsel eemo Bowl was just slightly appearance as an NES title, but a good boy, Tecmo Bowl falls way snow of scoring the same big points.

Game Gear - Sega Ninja Gaiden

Type: Action Release: Nov. Levels: N/A Difficulty:Hard



The quest of Ryu Hyabusa is coming to the small screen. Sega is bringing us Ninja Galden Game Gear. A whole new world is opened for Ryu when he enters this game. With shorter levels, and a different type of play control, this game is definitely a change from the Nintendo version. Rvu retains his wall climbing skills, but his sword slash has changed, and he has all new weapons.

This game has an awkward look and style that reminds me more of Strider than Ninja Garage point aside, Ninja GaiDe for the Game Gear is a nice addition to the posseples growing list of action saits to a still comes up short on games and, in some areas, graphics

Although it plays very differently from the original Ninja GaiDen series or even the arc (ers.) (which the Lynx is based on) for the matter, GG GaiDen still bas many special features that game play almost to the ame level as its namesakel

This cart is just Str der with a stronger license, namely the mega popular NES hit. Wis sine atter Sega, don't you have any late in your own titles? Good graphics and game play make this one better GG carts. The game to oo easy and a password was not needed.

Ninja Gaiden 's a good title for the Game Gear. It pulls off some awesome tries to a wcomer to the portable scene. The graphics are good, and the must is well done. The original is the best, but when you need ning run on the go, this is a good title to turn to.

TENGEN has the hottest arcade hits for your Genesis!

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You're Pac-Man' in a universe of 3-D mazes — and you can jump over ghosts!





For two players, 36 awesome mazes! Features Pac-Booster for super speed!



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Perform daredevil stunts or drive at breathcaking speeds or two incredible race tracks!







JUST TRY TO BEAT





Fester's memory is shot. And so are you if you're not careful.

AT THEIR OWN GAME.

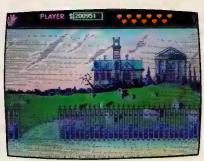
You're Tully. You're a lawyer. And you're a goofball. At least that's what the normal all-American family, the Addams Family, thinks.

Luckily Gomez thinks you're O.K. He'll give you part of his treasure, that is, if you can outwit his eccentric clan.

Get ready for surprises as you search through their sprawling 30-room mansion. Some family members will give you clues. Some won't! But don't expect Thing" to lend



Gomez sharpened his sword. Fester loaded his shotgun. Thing even got a manicure. Let the games begin.



Now's the time to decide. If you want to play it safe, don't even go through the gate.



you a hand, or Pugsley, for that matter. He's got a chemical arsenal waiting in his dtabolical lab. It could be an explosive situation.

In this game, the stakes are high. Defeat Gomez and the treasure's yours. If you can't beat 'em, join 'em. You might fit right in.



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NEC



ELEGIRONIC GAMING MONTHLY & ELEGIRONIC ARTS SPORTS NETWORK

THE GAMES OF NOVEMBER 1991... APPEARING IN LOCAL STORES NOW!

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Bard s Tale

Eliminator Boat Duel

F - 15 Strike Eagle
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Motorcity Patrol Match box Action Pirates K in RPG

Return of the Joker

Ryne Sandberg Plays
Bases Loaded 3
union Spr. 1s

Space Shuttle Project Absiliate - Action

Star Wars Lucast m. Action Super Spy Hunter

Tom and Jerry

Uncharted Waters

Vice Project Doom Amerian Sammy Action

Where in time is Carmen San Diego? Konam - Educationa SUPE NES

Actraiser

Bill Laimbeer's Combat Basketball

Final Fantasy 2

Paperboy 2 software Tholworks Action

RPM Racing

Super Ghouls & Ghosts Capcom Action



ELECTRONIC ARTS SPORTS NETWORK

HOT PICK OF THE MONTH

GAMEBOY

Altered Space

Atomic Punk Hullson Action

Brain Bender Electro Brain - Puzz e

Choplitter
JVC Action

Dick Tracy Bandai Action

Final Fantasy Adventure Square - Adventure

Final Fantasy Legend

Fortified Zone

Jordan VS Bird

Marble Madness Software Toolworks - Puzzle

Pyramids of Ra Matchbox Toys Puzzle

Robocop 2 Ocean - Action

Turrican Accolade - Action

GENESIS

Bonanza Bros Sega - Action

Buck Rogers Electronic Arts - Action

El Viento Renovation - Action

F - 22 Interceptor
E ectronic Arts Simulator

Heavy Nova Bignet Action

Mercs Sega - Action Pit Fighter Tengen - Atar

Quack Shot Segal Action

RBI 3 Tengen Sports

Roadblasters
Tengen Action

Robocod - James Pond 2
Electronic Arts - Action

Shadow of the Beast Electronic Arts - Action

TURBOGRAFX-16

Addams Family NEC CD Rom - Action

Cadash Working Designs - Action Raiden NEC - Action

Turrican Accolade - Action

GAME GEAR

Berlin Wall Karles Altion

Develish Sales Creation - Pinha

Ninja Gaiden

Space Harrier

Super Golf Signs Creation

NEO GEO

20'20 Baseball

Crossed Swords

Fatal Fury

Mystic Wand

CS TO DES

Bill & Ted's Excellent Adventure Tournement Cyberball Atom Action Atam Spirits

Stun Runner

A CONTROL OF A PARTY O

LAKERS VS. CELTICS AND NBA PLAYOFFS

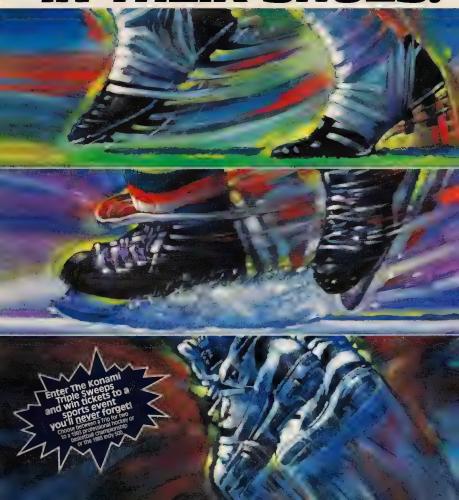
Match up 10 NBA teams in this full court, 5-on-5 basketball game. Includes recognizable signature moves: Jordan's Air Reverse. Isiah's Spinning Lay-up, Barkley's Gorilla Dunk, and Robinson's Windmill Slam. This is the most realistic basketball game for the Sega " Genesis" System!





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PUT YOURSELF IN THEIR SHOES.



IT'S CRUNCH TIME

· 全级内含含

Lace up the cleats and pull down the helmet. You're about to get sandwiched by the most realistic assemblage of gridiron warriors this side of the Super Bowl.

> *Choose from 28 franchises in this 11 vs. 11 player brawlfest.

*You're in complete control when gunning for the goal posts. Use bootlegs, laterals, post patterns, and bombs to blow you over the

adversary and into the end zone. *Gut check football at its nastiest when

you're on defense. Blitz, pick off passes, and cut down the quarterback.

*Use Game Link™ to take on a friend or play a competition crushing computer.







19-03 34

IDAL 1007

BUCKLE ON YOUR BLADES

You're about to skate into a whole new arena. The NES™ classic, Blades of Steel®, has just made a power play into

vour Game Boys

*Choose between eight of the nation's hottest teams: Chicago, Los Angeles, Vancouver, Montreal, New York, Edmonton, Minnesota and Toronto.

*Face off on either Junior, College or Pro levels. *Hone your fighting, slap shooting, and goal

tending skills in the practice mode. *Penalty shots and sudden death overtimes are

common in your quest for the cup. *Win a trip and tickets to a Pro-Hockey championship playoff game.





PUMP UP THE HIGH-TECH HI TOPS.

Get ready for high flying, profiling pro hoops! All the rim rockin' action of this NES™ classic is stuffed into an intense 5 on 5 test of Game Boy hang time.

> *Watch the cameras zoom in when you go airborne to dunk.

*On offense you can pass, free throw, jump shoot, and drive the lane against eight tenacious teams, each with different strengths and weaknesses.

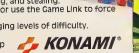
*If you hope to hold your own on defense you must master rebounding, and stealing.

*Play against the computer, or use the Game Link to force feed the ball to a friend.

*Choose from three challenging levels of difficulty.

*Win a trip and tickets to a Pro-Basketball championship playoff game.





GAMING GOSSIP

...Super NES Has Rocky Start...New Games From Japan...Lynx Software...64-Bit Jaguar Update...
Super Nintendo Goes Coin-Op...More Sequels For Nintendo 8-Bit...

...Drop your lasers and fire your smart bombs! Quartermann has returned with a bag full of the hottest little secrets in the video game biz! The industry's been buzzing with insider info this month and the Q-Magnum has got it all in the only gossip column that doesn't use slow-mol...Whoa Nintendo, did you commit a faux pas and how! The new Super NES, which yours truly reported last week was compatible with the Super Famicom, has one slight problem running around inside its computer brain - it won't work on certain televisions made before 1985! While this problem is rumored to be corrected when the second batch of Super NES machines appear, several television broadcasts have already leveled their own firepower at the big 'N' because of the incident. And with Sega absolutely destroying Nintendo with their hyper cool comparison ads, you've got to wonder if Nintendo remembered to check the flight list before taking off...Games, games, games! On the red phone to head editor Semradius in Japan, the Q-Meister has learned that several high profile titles are now on their way to the states! Leading the pack are the Teenage Mutant Ninja Turtles coming to the NES for their third adventure! With a new style of play that combines the role-changing of the first with the action and graphics of the second, this cart sounds most sharp indeed. Also on the play list are Street Fighter 2 for the Super NES, Mega Man 4 for the 8-Bit, and a flood of reflective donuts, er, I mean CD games for the new Sega Mega-CD driver! Check out a full report on the show with special commentary by our man in Japan, Terry Akif...

...Speaking of new games, Atari is set to unload a flurry of Lynx games ranging from Pit Fighter to a special hand-held version of Tecrno's latest ninja bloodbath, Ninja GailDen 3 - The Ancient Ship obom. Can't wait to see 'em boys...While we're on the subject of Atari, Quartermann has the latest low-down on the Jaguar super system! Seems Atari is trying to make the game system, which is rumored to be nearing completion, much more than your everyday walk in the park, run-of-the-mill 64-Bit video game console. No, Atari is rumored to be making their new Jaguar a computer too! And what's more, you'll be able to not only play cartridges and possibly CDs, you will even be able to play VHS tapes! With two 32-Bit processors and a revolutionary graphics chip, the Jaguar has the potential, but it's not going to succeed without focus! Quartermann gives a big thumbs down to the idea of a video game system that plays computer games or a computer system that doesn't have the power to do my taxes. An Atari VP who leaked the Jaguar news to the Q-Mann said the company may keep the future of the Jaguar quiet until Atari can clearly see the direction the biz is buzzing and that no official press conference would be occurring soon. Right, better keep the PC on the QT or it may leak to NEC and that VP would go MIA when the arrives DOA...

...Get ready to play the best Super NES softs before they're released in the arcade! Mocking the success that the company's had with their 8-Bit coin-op model called the Play Choice-10, Nintendo is getting ready to flood arcades with upright 16-Bitters that play hits like Super Ghouls and Ghosts and U.N. Squadron. It's a cool concept but the controllers are just too hard to play with! It feels like someone stole my controllers and super glued them to the floor...Did you know that in Europe the Teenage Mutant Ninja Turtles are called the Teenage Mutant Hero Turtles. Why? Do they have a problem with ninjas? Let me guess, you can plunk down 40 quid for Hero GaiDen? No way...Sorry Doc, but someone should sue you for malpractice! Did you cheat your way through medical school or what?...

...Get ready for some rockin' sequels coming for the NES in '92! From the Turtles to Mega Man to GaiDen to Tetris the games seem to be getting slightly fewer and far between for this 8-Bit workhorse, but they're definitely improving on style. And no, it's not Face-Tris, Word-Tris, Wel-Tris or even Miss-Tris coming to the Nintendo, it's a whole new Tetris game called Tetris 2 - Bombliss! Looks hot...My screen says 'Game Over' (only because I beat the game of course) and it's time for me to fly. Until next time, don't lose the grip on your joystick and try not to lose your EPROMs...

- QUARTERMANN

BEHIND THE SCREENS AT MICRONET OF JAPAN

"THE MAKING OF MEGA-CD GAMES" - PART 1

The countdown for Sega's MEGA-CD-ROM has already begun! In previous issues of EGM we have discussed all of the technical specifications of this extraordinary system but what hasn't been talked about are the details behind the new software that will drive this powerful peripheral. This software has remained a secret until nowl EGM has traveled to where the system will be launched - Japan and brought back top secret info from two companies now working on Mega-CD softs. This month we interview the key people at Micronet of Japan while next month we'll go inside Sega itself to unlock the mysteries surrounding this new system and games.

MICRONET OF JAPAN

The first stop is Micronet, located in the city of Sapporo on Hokkaido - one of the northern islands of Japan and hundreds of miles from the booming metropolis of Tokyo. Micronet was established in 1983 when Mr. Akihiko Murakami started a small company to make entertainment software for personal



Micronet's president - Mr. Akihiko Murakami, at a recent press announcement, talks about their new MEGA-CD-ROM game - Heavy Nova.

HEAVY

computers. The next year Mr. Isao Nakasugi was hired as chief programmer and game designer. Since then, Micronet continued to grow steadily up to the 30+employees currently on staff.



Micronet's first Mega Drive Game - Curse.

MEGA DRIVE PROGRAMMING

Jumping ahead to 1986 when Sega's 16-Bit was in final development. Micronet moved from computer software to cartridge software. Taking a chance on this new market. Micronet brought out the intense shooter, Curse. After a strong performance, Micronet followed Curse with a puzzle game called Junction and then the military simulation cart Ambition of Caeser. The company topped them all, however, with a great translation of the arcade game Raiden. The company also started several Game Gear projects also.

CD-ROM...THE FUTURE

With several successful Mega Drive games under it's belt, Micronet was not a company standing still. Having watched the PC Engine CD-ROM do well in Japan, they were one of the first companies to see CD-ROM as an



Mr. Yuichi Suzuli and Chief Programmer Isao Nakasugi take time out to go head-to-head in a game of Heavy Nova.

important part of Sega's future and immediately signed on board when the MEGA-CD-ROM was announced. That commitment took place nearly one year ago.

However, Micronet understood that the new system, while more powerful, would possess new challenges for the developers now



One of the first MEGA-CD games that will come out - Heavy Nova by Micronet of Japan.

(Continued on page 44)



This is power.
This is control.
This is graphic.
This is energy.

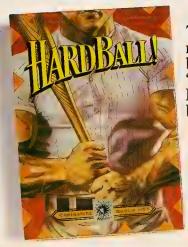
This is Ballistic. A new line of games.

High-end games. Created to redefine



AND IT'S A

the boundaries
of graphics, sound,
animation and
playability. Five new
titles. Five new
ways to experience
everything your
Sega* Genesis*
system was meant
to be.



TH meg "fan imp is th bala

meg ball "a p It of base IS IS STAR CONTROL.". The first 12 gabit game. In a word *GamePro* calls it tastic." *Game Players* says "Even more ressive than the size of the game, though, e game itself." Star Control is the perfect nce of interstellar combat and strategy,

Service in Paus Mandatus Charge Charge (Charge Charge Char

Explosive combat in the 27th century.

placing you as the ultimate starship warrior—fighting in a galactic war of epic proportions.



WHOLENEY

IS IS HARDBALL!" The first eight rabit baseball game. The best selling basesimulation of all-time. *Mega Play* calls it henomenal baseball game for the Genesis. fers everything you could ask for in a reball game and more. Superb graphics."

1 million fans can't be wrong.

HardBall! puts you in control of 26 big league rosters in an action-packed quest for a World Series ring.





The full-metal dude with an attitude.

THIS IS TURRICAN.™
The most destructive force since RoboCop™ and Terminator.™ In your Chromidium armor.

you challenge evil with the most devastating arsenal of firepower in the galaxy. *Mega Play* calls it "the ultimate action game for Genesis. There's a huge variety of weapons and techniques you must master to beat this challenging and great playing cart...I love this game!"

J WAY TO



Do battle in 256 medieval locations.

THIS IS ONSLAUGHT.™ An enormous universe of magic and might. *Electronic Gaming Monthly* calls it "beautifully

detailed." *High End* says that "there is so much action being thrown at you at one time, that it makes the name of the game highly appropriate." You are cast in a barbaric struggle across a medieval wasteland. A bloodthirsty rabble has ravaged your kingdom. Now you must reclaim it.

THIS IS MIKE I

The first eight megabit football game. The Genesis. Bigger and badder than any Better music and sounds—including Chicago Bears head coach "Iron" Mi





DITKA POWER FOOTBALL.

he only 100% brand new football game coming out this season for hing the competition can muster. Better graphics. Better animation. the digitized voice of Jim Tunney, 31-year veteran NFL referee. the Ditka says it best: "This game kicks butt and takes names."







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(Continued from page 37)

program for this new format. Having seen the preliminary specs on the MEGA-CD-ROM, chief programmer Mr. Isao Nakasugi realized that, with the advanced capabilities of biaxial rotation, scaling and zoom, learning how to program the MEGA-CD-ROM was going to be difficult. Add to that, the fact that Sega hadn't finalized the specs or provided a development system. Sega's best recommendations on how Micronet could proceed was to treat the game as a high memory cartridge and, when the development system became available, the digital audio and effects could be added later.

HEAVY NOVA CD

With a solid commitment behind CD-ROM, Mr. Nakasugi started on the game design. Inspired by the computer version of Prince of Persia. Mr. Nakasugi aimed for the same style of fluid animation and smooth scrolling that Persia boasted. Since the method of creating this type of special effect (rotation. scaling etc.) was not available. (Sega had not decided on the amount of internal CD-ROM memory until just before the system's unveiling at the Tokyo Toy Show in June) Mr. Nakasugi set out to make a more conventional type of game but with more attention paid to accomplishing the ultra smooth animation. Not content to just make another side scrolling shooter (which isn't as popular in Japan as it is in America). Mr. Nakasugi set out to add extra features that would make the game special and



The MEGA-CD-ROM will take both a cartridge and CD.



different from the rest. With extra memory available, he decided to add a two player 'battle' mode that not only would add more variety but, by bringing in two players, his Heavy Nova title would become a game that players would want to share with their friends even after they beat the standard adventure.

Having decided on the format, Mr. Nakasugi set out to work on smoothing out the character animations in Heavy Nova. In normal cart games, where programmers must work with a limited amount of



The all important audio portion of the CD games are first recorded on Digital Audio Tape (DAT) and then converted to CD with this development system interface.

memory, the on-screen character moves along by just 'sliding' his feet forward and backwards. When this technique is 'printed' on the screen fast enough it gives the illusion of walking. In Heavy Nova the on-screen character actually picks up his feet and walks like we do. The result is a very dramatic difference in the way on-screen characters animate and interact. Also, extra attention was given to the multi-levels of parallax scrolling that serves as a backdrop to the action.

The audio portion of the game has been created, from the start, in

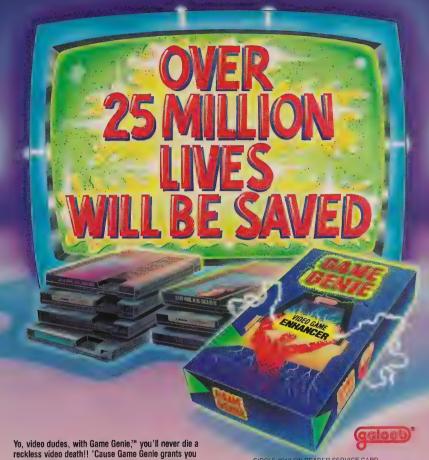


The headquarters of Micronet of Japan, where the Heavy Nova game was developed for CD-ROM!

true digital format as well since memory is not a problem with CD games. A total of 15 full length soundtracks were created, with Mr. Nakasugi himself responsible for six of the soundtracks and the Studio River Kids (a popular group in Japan) supplying the remaining nine tracks. All were recorded directly to Digital Audio Tape and converted to CD format through the new Sega CD development system. The result is background music of such high quality that it has to be heard to be believed!

Now, 8 months after the initial programming began, Heavy Nova is finished and in Sega's hands for approval. Judging from the comments of the editors of all the Japanese game magazines in attendance during the CD's unveiling, Heavy Nova will be one of the 'hottest' new games.

But this intense CD-ROM game will only be seen by game players in Japan, Fortunately, Micronet's U.S. subsidiary - Bignet (headed up by Mr. Kvozo Okazawa), will be converting the exceptional Heavy Nova adventure and converting it into an 8 Meg cartridge game for December release here in the America. Even without the digital audio, the graphics, animation and game play of this super cart are of such high quality that it truly stands out from the crowd. With plenty of action and challenge, Heavy Nova the cartridge is sure to capture as large of an audience here as the CD-BOM title will in Japan!



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SEGA AND MICRONET GIVE EGM **EXCLUSIVE LOOK AT THE FIRST** PRODUCTION MEGA-CD-ROM AND GAMES

On September 6, 1991, Sega, in conjunction with Micronet of Japan. debuted the world's first production Mega CD-ROM drive to the key editorial press. Also on display for editorial evaluation was one of the first CD games, Heavy Nova from Micronet.

For this monumental event, only twelve magazines and several newspapers were invited to attend. From Japan, the magazines included: Megadrive Beep, Famicom Sushin, The Super Famicom, Megadrive Fan, Hippon Super, GameBoy, Popcom, Login, OH! X and Comptique, Taiwan Electronic Entertainment also attended and from the U.S. FGM stood as the only representative to be invited. A spokesperson stated "...we feel that the best way to demonstrate the amazing performance of the MEGA-CD-ROM was to invite the editorial staff of the main magazines of the world and to have them try the product out first hand." When questioned further, he stated that "... Electronic Gaming Monthly, because it is the only United States magazine that covers international hardware and software, was the logical choice to represent that country...'

From Sega, Mr. Kazutaka Yano, Manager of CP Planning and Con-



Mr. Kazutaka Yano of Sega demonstrates the new MEGA-CD-ROM.



The options select screen on the production MEGA-CD-ROM.

trol Division, brought the first Mega CD-ROM (serial Number 001), Mr. Akihiko Murakami, President of Micronet of Japan, provided his company's Heavy Nova game. The press conference was held in Sapporo, Japan,

Now that the MEGA-CD-ROM is in production with an on-sale date in Japan of December 2, 1991 plus or minus one week) Sega is now talking price. While still tentative. the unit is currently scheduled to be 49,800 yen (about \$370). As typical with most Japanese video game hardware, there will not be a game packaged with the MEGA-CD-ROM. On or around the December 2nd date though, several companies are planning to have CD software available. Micronet will have Heavy Nova: Wolf Team will be showing Earnest Evans and Faria while Hot-B hopes to have Detonator Organ. Sega's own projects - Sim Earth, Dark Wizard and 3x3 Eves:Devil Legend, are in various stages of development and haven't been given official in-store dates. At least one, probably Sim Earth, would have to be available by the time the hardware gets in the stores. Some licensees are expressing concern about getting

software out this year because MEGA-CD development systems have not been available until just recently. To compensate for this, some companies began development of their first games in 8 megabit cartridge format and are planning to add the audio portion



Heavy Nova by Micronet will be one of the first MEGA-CD-ROM games to come out!

of the game when the CD development system becomes available. At that time they will quickly add CD soundtracks and voice to fill up the game disc.

Also, since CD's are a new format for Sega, it is quite possible that there may be delays in getting a pressing plant lined up to stamp out the new games by December.



EGM makes the news in Japan! In this photo, reprinted from a newspaper covering the event -EGM Editor Ed Semrad, goes head to head against the Editor of Hippon Super on the new CD-ROM game Heavy Nova.











"Major Wild Bill" Stealey, President of MicroProse.

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Meet "Major Wild Bill" Stealey:

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- you want

 Outsmart enemy pilots trying to shoot you down

For the Nintendo Entertainment System For the latest information on release dates and availabilities, call MicroProse Customer Service at 301-771-1151 9 am to 5 pm EST, weekdays, 0.1991 MicroProse Software, linc Nintendo and Nintendo Entertainment System and NES are trademarks of Nintendo of America In This product is not affil Tated or endorsed by the U.S. government or any transh of the service Bill Steady is at 1 Concern Intellunt Bull Intellunt Process (USAF)

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MEGA CD-ROM HYPER ATTAX

With development of Sega Mega CD-ROM titles just now getting into full swing, our editorial ambassadors in Japan are getting the first sneak peeks at some of the hottest Sega 16-Bit games ever. One



The full screen Intermissions utilize detailed animations as well as music and voice effects!

of the early entries that will be available for play on Sega's new super system in Hyper Attax!

An incredible blend of action and adventure. Hyper Attax promises to deliver not on v some of the most intense first-person shooting action (using the Mega CDs incredible scaling abilities) but also employs super cool intermissions complete with music and voice. Now in preproduction, Hyper Attax looks good!



The intermissions are incredibly detailed!



Hyper Attax uses scaling throughout!



ULTIMATE PLAYER SELECTS FROM 3 UNIQUE GAME STRATEGIES

7 DIFFERENT WEAPONS AVAILABLE TO AID PLAYERS











the spaceship Monotros was returning home unscathed. The tired crew was anxious to reto the mother star, Volfied.

to the mother star, Volfled.

But ... an unknown allen force had already been there. Shocked and confused, the Monotres crew saw Volfled had been completely annihilated. A life scan of the mother star indicated, the entire population had been terminated. A desperate Monotros crew orbited, Volfled, for a final time. Suddenly a glimmer of hope emerged. An S.O.S. signal was being transmission deep below the surface where the allens over relegated. There are surpiced of the proper property of the surface where the allens over relegated.

now reigned: There are survivors! Fighters me to briefing!

"Intelligence reports inform us that the my has formed a defense squadron containing three levels of fighters. There are seldern zonn-that are in enemy hands. Each zone contains a force led by a commander that has orders to felf-to the death. You must eliminate the commander-and salvage as much of each zone as possiblet. Monotros will be able to provide a safety-tores field on the perimeter of each zone. As-fighters, your job is to extend the force field and aliminate the

enemy. Be sure GENESIS to watch your timers and your

back! The enemy strikes quickly. Be on the lookout for special weapons that may be found and used to your advantage. Engage the rescue





BLAST THROUGH THE MUTANT BACTERIA!

This sequel to the popular Mega Drive shooter Aleste features enhanced graphics and a superior soundtrack with digitized music and sound effects. The game play features a wide variety of different weapons that can be selected to power-up your ship. There is also a special feature that lets you adjust the shot control patterns. This provides more control of your firepower and makes destroying the end Bosses easier. The graphics are truly some of the best to be seen in a Super Famicom shooter. Boasting layer upon layer of parallax scrolling and tons of enemies simultaneously attacking, this cart should prove to be one of the most intense shooters ever made for Nintendo's 16-Bitter! The music is also on a masterpiece level with multiple tracks for each round. Toho's initial effort for the Super Fami. Super Aleste shows this company is on the right path.

SUPER ALESTE 1992









8 MEG

MAGIC SWORD CAPCOM

1992





Choose either a male or female warrior at the beginning of play!



TAKE THE SWORD OF VICTORY!

Capcom is bring ng their arcade smash, Magic Sword, to the Super Famicom. You choose between either a male warrior who wields an axe or the female warrior who is skilled with the sword. Travel through a ravaged land, destroying monsters and other foes as you try to make it to the castle of the main Boss. Along the way you can free captured characters that will join you on your adventure. Not only do you receive extra help, but also the extra firepower needed to complete this excellent arcade translation.





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XARDION 8 MEG

DECEMBER 1991

TRANSFORM!

This new action cart from Asmik boasts great graphics and interesting game play unique to the Super Famicom. You can choose from a variety of different robots that utilize advanced weaponry to get the point across. With a odd assortment of obstacles in your way, you must battle through different levels ranging from steamy jungles and eerie caverns to icy mountains and huge skyscrapers.

Each of the Xardion robots has special abilities allowing it to transform into powerful weapons capable of destroying the enemy. They can also use a variety of different weapons located throughout each round. Xardion has incredible graphics and super play from start to finish - soon for the Super NES!













There are many different robots that the Xardion force can choose from!



SUPER PINBALL 4 MEG

TOP RACER KEMCO DECEMBER 1991 **GENTLEMEN, START YOUR ENGINES!**

This new driving game offers split screen 2 player simul-

taneous action - a first for the Super NES! There are 20

different cars to chose from, each with different accelera-

tion and overall abilities. Choose between an automatic or

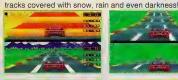
5 speed transmission as you race across eight different

PINBALL ACTION - 16-BIT STYLE!

Naxat is bringing full-out pinball action to the Nintendo Super Famicom! This new cart boasts unique play as well as some interesting game play you're not likely to find in the silver-ball tables in the arcades! With incredible background settings and targets that include monsters, Super Pinball should be a hit with any pinball fan!



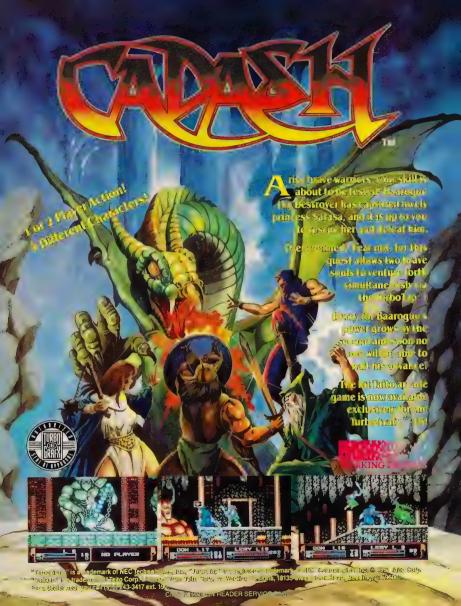














NEW SOFT NEWS

Tons of new products are coming at you soon! From the S-NES you can expect to see NCAA Basketball from HAL America; Super Off Road, Jack Nicklaus Golf and Super Battletoads by Tradewest; as well as Xardion from Asmik and Test Drive by Ballistics.

The NES is alive and well too, as new games continue to flood onto shelves. Blue Marlin, the sequel to Black Bass, will arrive soon from Hot-B as will Danny Sullivan's Indy Heat from Tradewest and Bio Force Ape from Seta.

Genesis owners should also be prepared for some really hot softs that push the 16-Bit technology to its limits. Get ready for Test Drive and Winter Games from Ballistics; Back to the Future from Arena; Zombie High and Beruit Breakout from Electronic Arts; Lemmings from Sunsoft and a new 'art program' called Sega Art Alive from Sega themselves.

And on the GameBoy Absolute will do Turn and Burn while High Tech Expressions has GameBoy versions of Barbie and Torn and Jerry.

TERMINATOR, LEGEND OF THE MYSTICAL NINJA, D-FORCE, DARKWING DUCK, RAIDEN, CHUCK ROCK, IMMORTAL, JOE MONTANA 2, MARIO LEMIEUX HOCKEY, SUPER GOLF, DOUBLE DRAGON 2, BLASTER MASTER BOY, NINJA GAIDEN SHADOW, PRINCE OF PERSIA, BILL AND TED'S EXCELLENT ADVENTURE

	NU
Nintendo	
Sega	No.
TurboGrafi	
Genesis 💮 💮 💮	
CameBoy	
Lynx	
Game Gear	
Neo-Geo	
Super NES	

TERMINATOR

Virgin Games/Genesis

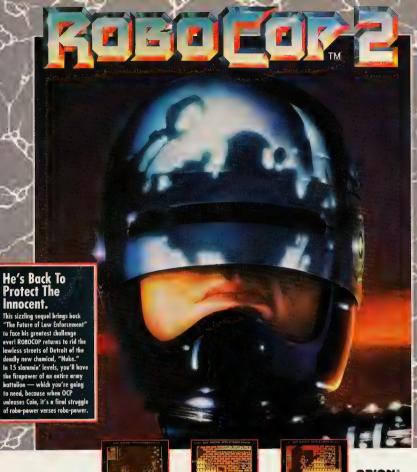
"I'll be back..." - and this time in 16-Bit! That's right, the killer cyborg from the future will soon smash his way onto your Genesis screen! You are the brave Kyle Reese who has been transported from a future ruled by the sinister machines of Sky-Net to protect the Sarah Conner, the unknowing mother of the resistance leader! Patterned off the movie, you must fight your way into the main fortress of Sky-Net to procure their time traveling equipment and stop Cyberdyne Systems model 101 from striking at Sarah first! Choose from a variety of weaponry and blast your way through multiple time zones to insure that the Sarah, and the future, aren't terminated! Great cinema displays and incredible music round out this 8-Meg monster that lets you live the movie!







Both the game and intermissions feature awesome digitized graphics!



ORION PICTURES CORP Onon's licensing representative CLC

Robocop 2 TM and @ 1990 Orion Pictures Corp

All rights reserved









DIMENSION FORCE Asmik / Super NES

The use of the Super NES's special mode 7 has yet to be used as well as it is in Asmik's new D-Forcel

In D-Force you guide a specially designed heli through relentless levels of attacking warships, monsters and even dinosaurs! You even operate in three dimensions with control over your altitude as well as your position on the screen during battle!











LEGEND OF THE MYSTICAL NINJA

Konami / Super NES

The gaming gurus of Konami have successfully translated this truly impressive cart to the Super NES. Fill the role of a dynamic ninja duo as they take on a whole continent filled with dangers and challenge. Lots of different power-ups and cool Bosses highlight this magnificent title!







Fight in both side-scrolling screens where you must leap and bounce through the game's many obstacles and tough Boss opponents...







...and in the above-diagonal view where you can explore different towns and go through doorways that lead to even more power!

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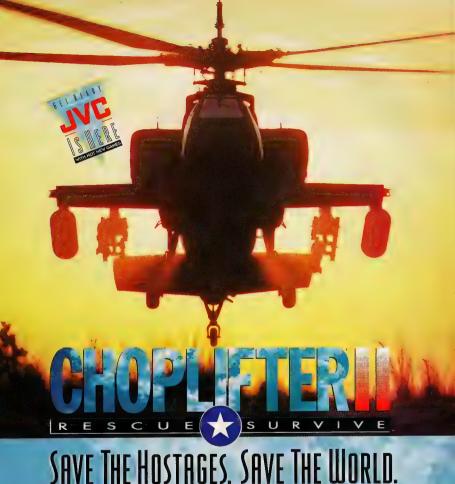
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The popular coin-op blaster is now being scaled down into the Turbo's most powerful card configuration yet, a mammoth six-banger that features all of the action and excitement from the quarter-muncher!

All of the world's forces are being wiped out by an alien force! The Earth has looked to you to defend our planet with an experimental fighter capable of knocking out the enemy armada! You must rely on the missiles, spread beams, and mega lasers to take out all of the aircraft and the heavy artillery that now spans the globe! Additional enhancements, ranging from power-ups to magical faries fill this 6-meg shooter to the top!





There are different spread-guns, lasers, and bombs that need to be obtained to successfully engage the enemy!

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ROGER CLEMENS



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BYEN-THE-SMOULBEN-ELDING: The most realism



Roger "The Rocket" Clemens, the best packet in baseball hongs home the creates NES baseball game ever.

The view is as good as it gets, with true over-the-shoulder perspective, close-ups of the close plays and even pitching tips from The Rocket himself!

If you're looking for NES" baseball the way it was meant to be played, get Roger Clemens' MVP Baseball" and feel the heat.





CHOOSE YOUR CONCUR.







THE IMMORTAL **Flectronic Arts/Genesis**

If you're ready for some intense blood and outs action 16-Bit style, then The Immortal is your ticket. Make your way through pitfalls, look out for horrors like the giant worm, will 'o wisps, goblins, and other creatures from beyond the undead. Look for an abundance of depth to the game as well as a variety of perspectives that are sure to deliver a nice

angle to the action! PRINCE THE PROPERTY IN





The action is set in a close perspective with detailed graphics conveying the gruesome tone of play. From grunts and groans to exploding heads can be found in this unique new cart!

CHUCK ROCK Virgin Games/Genesis

Back in the days when man was finding out just who he was came along a fellow by the name of Chuck Rock! This bad boy has lost his girlfriend to the clutches of one of the most wicked of all the cavemen and it's up to you to get her back. Use your super strength to help save her by tossing boulders or, if you're in the mood, try some belly-busting stomach attacks! Chuck Rock is prehistoric action at ite heet!



ferent styles of attacks. You can pick up boulders to toss or use your huge belly as a deadly form of attack to rid the world of the dangerous dinost

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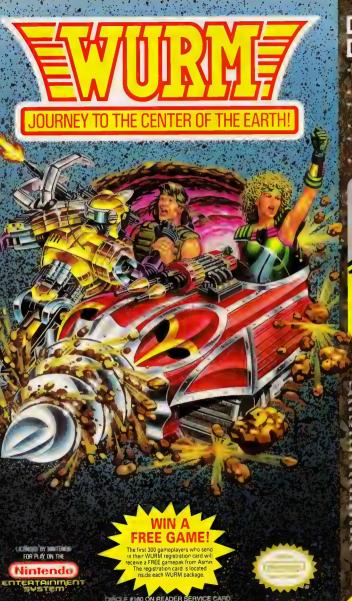
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JOE MONTANA 2 Sega/Genesis







This cart is loaded with more graphic content and even more stats then the original!

The main man named Montana is back for some more16-bit action! Join the 49'ers QB in a rockin' good game of football filled with more plays and varietyl

Start off from an angled overhead view of the action and then zoom into the play to see even larger characters and harder hits! Master different play styles to intercept, protect, and score big! Better than the original in almost every way. Joe Montana Football 2 is one of the best sports games we've seen on the Genesis!

Zoom in from an overhead perspective



to a close up. Everything becomes more detailed in this new mode of play.

MARIO LEMIEUX HOCKEY Sega/ Genesis





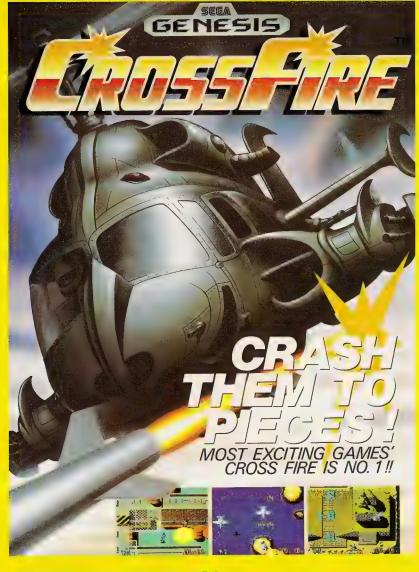


Loads of intense hockev skills are needed to hack your way to the cup!

The latest in Sega's line of popular sports translations for the Genesis is hockey and the popular Mr. Lemeiuux is bringing it to you on the 16-Bitter! Pick from the hottest teams in the NHL to compete in a major stick slamming, slashing, and hooking fest filled with some of the hottest graphics you'll ever see in a hockey title! This game combines close-ups shots of specific parts of play (like the face off and the frequent fights that are bound to break out) with a fast-action scrolling contest that features full teams of skaters going toe to toe.

Pick a fight and duke it out to see who goes back into the game and who gets to spend time in the penalty box. The fights are a great addition to the fast-paced hockey action!

The latest slam-fest, Mario Lemieux Ice hockey, is coming soon so you can hit the ice!



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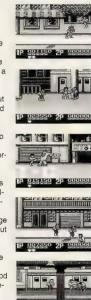


DOUBLE DRAGON 2

Acclaim/GameBoy

The sequel to Technos' classic arcade game has just made it's debut on the GameBoy! All of the most memorable moves are back

in this high action title. Free the streets from the arips of a vicious street gang out for blood and return peace to your neighborhood. Great graphics and multiple levels of challenge round out this superb example of just how good a Game-Boy game can be!





Fight your way through a variety of different greens and hazards as you tee off and go for the hole in one!





GG GOLF Sage's Creation/Game Gear

Sage's is about to load their Game Gear guns once again with a new golf simulation for the Sega portable.



Play through a variety of challenging courses as you compete for par against the best in the world! Modify your perspective and clubs in the latest sports title for the color handheld and the first that let's you go for a hole-in-one!

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NINJA GAIDEN

Tecmo/GameBoy

EGM EXCLUSIVE!!

One of the most successful video game titles ever has just been translated to the GameBoy. The warrior Ryu must take on all new forces of evil and defeat them once and for all! You will need to use all of your ninia skills, including a special grappling hook to latch on to the ceilings! Flip onto bars and swing your mighty katanna blade across the deadly foes who seem to attack from every direction! Finally, unleash the power of the ninja magic using your incredible training!

Don't count the enemy out, however, for they have a devastating army of their own! Some characters will wield huge machine guns while others will try to attack you with their destructive flame throwers and giant missiles. Grab your sabres and take on the deadliest forces of them all - the end Bosses that each wield even more firepower! Great graphics and Ninia GaiDen game play combine to make GB GaiDen a top notch effort!



In the first level, You'll meet up with missle firing turrets, grenade tossing enemies and many more different characters including a leaping Boss that hangs from the ceiling!

LEVEL 2



Level 2 contains many more nastles like flame throwing creeps, machine gunnin' thugs, and an army with huge flamers and a major additude! The Boss has a little pal that will slow you down.

INCREDIBLE INTERMISSIONS LET THE STORY UNFOLD...

The presence of the many cinema scenes allow the GameBoy to visually plot the storyline! All of the stunning style of the original is back including these super cool pix!







BLASTER MASTER BOY

Sunsoft/GameBoy

The classic cart Blaster Master has been changed and reduced in size to fit perfectly inside the successful GameBoy. You'll need to lay down bombs to uncover hidden items and bonus rooms filled with many different weapons and items. If you get lucky, you'll find statues that will give you special items that normally won't be found during play!





Gauntlet II, Days Of Thunder, Paperboy'2, Klax, And Marble Madness.

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BILL AND TEDS' EXCELLENT ADVENTURE Atari/Lvnx

Most Triumphant dude! The big brains have thought up another exciting title to their growing library of Lynx games. Take the role of the most

bodacious duo traveling into the past to search through time zones of past to look for items and familiar faces. The overhead perspective of the game compliments the RPG play style. Cinema displays are found all through the game, not to mention the most excellent one's favorite phrases!









PRINCE OF PERSIA

Virgin/GameBoy

This classic cart is finally coming to the GB! You are cast in the role of a prince who is searching through a high tower to locate a vari-



different of enhancements! As you race up the stairs to locate higher and even more challenging levels, a number of villains will attempt to stop your progress. The animation of the different characters is top-notch and the depth of play always remains wide and diverse.





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Coming On Strong! 20/20, Cross Sword. Eightman, Just What The Doctor Ordered

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Actraiser ole n One

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[Gotta Get To DIE HARD

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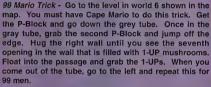
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TOP SEGRET VIDEO CAME



SUPER MARIO WORLD

(Nintendo/Super NES)















SUPER MARIO WORLD

(Nintendo/Super NES)

Secret Power-Up room - Make sure that you have Cape Mario when you enter the first ghost house in world 2. Run all the way to the left and fly straight up the left side of the screen. Land on the platform above and run to the right. You will find 4 blocks with 1-UP mushrooms and a door. Finish the level and a hidden dot will appear on the map. This is a power-up room that will help you very much. After you power up, go back in for another 1-UP mushroom.





Run to the left and fly up to the hidden platform!













When on the platform, run to the right and fall off. You'll see blocks and a door!





EVER PLAYED A PREHISTORIC PINBALL GAME?



idn't think so. That's why Dinoland is such a crazy, zany game! I Join DINO-Bunz and his friends on a wild, prehistoric adventure — pinball style! DINO's heroic adventures begin when he must protect his sweetheart, Meeshell, from gigantic, vicious and carnivorous dinosaurs. Not to mention those flying pterodactyl beasties! Dinoland is simple to play, yet filled with lots of pinball action and great scenery. If you're a dinosaur lover, then Dinoland will amuse you. If you're a pinball lover, then you'll flip over it.







POLINICE ONTO (P)



Become a winged-man!



Jump into the pool Penguin!

PILOTWINGS

(Nintendo/Super NES)

Bonus Stages - Get to the bonus stages by accomplishing special maneuvers on the Rocketbelt and Parachute rounds. Ignore the rings and other objectives in these rounds and maneuver your character over the moving platform in each level. If you can land on this portion of the target area, you will be taken to the bonus stage with a perfect rating of 100 points!

When you are using the Rocketbelt and get this bonus, you will be transformed into a winged man! While in this special mode, try to jump onto the trampolines and hit the power P's before landing in the middle of the target.

When you enter the bonus stage in the parachute rounds, you transform into a penguin who must high dive into a multi-point pool! The waters are separated by ropes which each designate different extra point values!

Mike Dyer Roanoke, VA



BONK'S REVENGE

(NEC/Turbografx 16)

Bonus Stages - There are several bonus rounds within Bonk's Revenge that can be accessed by holding button 2 and pressing RUN on the Mode Select screen. A bonus stage practice menu will appear and you can select any of your favorite special levels!

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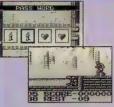


LOLO 3

(Hal America/Nintendo)

Special Password - To easily skip the first three levels of this game. enter the number 2 in all of the password spaces. As you enter the first two levels, you will see the egg and key waiting for you. Collect these items and go to the third stage and you will be able to build the rainbow bridge. Dan Anderson

Millstadt, IL



CASTLEVANIA 2

(Konami/GameBov)

Extra lives - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a candle in the first two boxes and a heart in the second two boxes. Now you will be able to start your adventure with a full supply of nine lives!



CASTLEVANIA 2

(Konami/GameBov)

Sound Select - In the beginning of the game go to the password option and there will be four boxes. Press up on the control pad to scroll through the different icons. Put a heart in all four boxes. You will see a box that says "Sound Select". Now you can scroll through the game's three different musical selections as you prepare to play!









F-ZERO

(Nintendo/Super NES) Gain Lap Time - In Port Town II, there is a way to get ahead of the competition! Get a Super Jet. then head to the left after passing the finish line. Activate the Super Jet just before you get to the jump ramp and quickly angle to the right to fly to the opposite side of the track!

The US Air Force won't have the F-22 until 1994, but the FA Air Force has it today! America's newest Air Superiority fighter in the first combat flight simulator for the Sega Genesis.





Choose internal or external views of your plane as you fly.

creas of the world, to feel the Courses and at your body as you loop to dose in on a MIG or turn to strafe.



Sidewinders, Mavericks, TOW unti-tunk missiles - the F-22 packs a lethal payland.





Software © 1991 Ned Lerner, All Rights Reserved. Visit your retailer or call 1-800-245-4525 anytime.



SUPER R-TYPE

(Irem/Super NES)

Level Select - To select any level in the game, hold down the 'R' button on the top of the control and press UP on the pad nine times. You will hear a tone that indicates that the level select has been activated. Now press START and then pause the game. Hold the 'R' button down again while at the same time depressing the 'A' button. While holding both buttons down, press SELECT. In the lower-left hand corner of the screen you will see a set of numbers indicating on what level play will begin. Simply press UP or DOWN on the control pad to select from any game level!



OUTRUN

(Sega/Genesis)

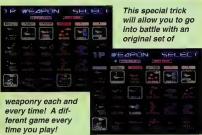
Reveal Hidden Airships - In the game Outrun, there are three special airship icons that have been hidden within this intense driving game!

The three different airships include a small blimp with the Sega logo across its face, a jet plane and lastly a spaceship! How do you reveal these special icons?

If you follow the course on the map shown here, you will be able to see these ships fly above as you pass through each section.

There is only one catch, however, you must NOT crash into anything or the airships will not make their special appearances!





GRADIUS 3 (Konami/Super NES)

Random Weapons - Start a one player game and go into the Edit Mode under weapon select. Once in Edit Mode, press the control pad to the RIGHT and select your weapons. Once in this section, press the X and Y buttons repeatedly and you the system will automatically choose the weapons for you at random.









We Took Some Of The Worst Garbage On TV And Turned It Into A Great Video Game.

You've seen the show, now play the game.

The new video game based on the thrilling adventures of Captain Planet* and The Planeteers.* Instead of just watching this superhero stop pollution, end ivory hunting and save the dolphins, now you can actually help him. Using the Planeteers' special

powers of Earth, Fire, Water, Wind and Heart,

stop to this mess.

you and Captain Planet will use the Geo-Cruiser," Eco-Copter" and Eco-Sub" to battle hideous villains like Verminous Skumm" and Sly Sludge." 10 challenging levels of play. Get your copy today, and put a



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and Sly Sludge are trademacks of TBS Productions, Inc. and DIC Enterprises, Inc.

GRADIUS 3

(Konami/Super NES)

Reset from Controller - Are you tired of getting up to reset your machine? Well for this game you can do it right from your controller. Hold buttons L, R and START at the same time and then press SELECT.



Tired of where you're going in Gradius 3?



Use this trick to restart from your controller!

GRADIUS 3

(Konami/Super NES)

Super Demo - Have you ever wondered how good a player you could become? Well you might want to set a new goal when you see this demonstration of dodging firepower. This Super Demo is a very intense display of massive weaponry, but don't worry, this game's no wimp! To access this incredible demo, all you have to do is hold down the A button at the introduction screen and keep it held until the demo starts - then the fun bedins!





LOOK OUT!
This special demo features the hottest player ever!



CASTLEVANIA 2

(Konami/Gameboy)

Secret Password- Go to the password screen and put this code in the boxes. Put a heart in the first box, an eyeball in the second box, a candle in the third box and leave the fourth box empty. Now press the START button and you will be put in the beginning of Dracula's castle. Put an eyeball, heart, candle and heart in the four boxes and you will be in the room with the final boss. Dracula!

Tommy Wong Brooklyn, NY









SUPER MARIO WORLD

(Nintendo/Super NES)

Bonus Items - This is an easy way to save power-ups for later use. At the end of every level of play, try carrying a turtle shell, a P-block, or an enemy through the high bar and into the next round. It will turn into a power-up item that you may either use at that time or save for later.

Willie Scover Ft. Lauderdale, FL

GRADIUS 3

(Konami/Super NES)

Bonus Stages - There are some bonus stages hidden throughout the levels of Gradius 3. To find them, just steer your ship into the areas shown below. The bonus warps will automatically swallow you up and the rounds begin once you enter the correct areas. These stages are filled with power-up enhancements, free lives and, luckily, there are no enemies!



your ship!

Do your best to get through these levels. hecause there are plenty of power-ups that will strenathen





Have no fear: vou can go through these passageways without worrying about crashina!



















REVENCE OF DRANCON

(Sega/Game Gear)

Bonus Round - Here is how to reach the bonus round in Revenge of Drancon for Game Gear. After you pass the sign with the number 2 on it that's shown above, you'll come to a snail on the ground. Right above it is a banana in a tree. Kill the snail and jump high to get the banana. After you grab the banana, a red bag appears where the banana was. Grab the bag and Ronnica will escort you to the bonus game. While you are in the bonus round, do not grab the red bag unless you want to leave the special stage.

Gerard Sanchez Bronx, NY

SUPER MARIO WORLD

(Nintendo/Super NES)

Get Back in Castles - As you have probably noticed with this game, you can go back to any level that you have completed. The castles, however, are not so easily accessible the second time around. When your character is on top of the castle in the map screen, just press the 'L' and 'R' buttons at the top of the controller at the same time.













WARRIOR OF ROME

(Micronet/Genesis)

Password for Ending - This is a code to let you see the very ending of the game. At the title screen, select the password option and use the code: GREBDQ3QNE.

Abraham Lin Stratford, CT











SAINT SWORD

(Taito/Genesis)

Passwords - To blast your way deeper into this exciting new game, just turn to these pass codes:







Watter Shields Tinley Park, IL

Advance to higher levels with these special codes for Taito's new Saint Sword game for play on the Genesis!









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GAME WAREHOUSE VIDEO WAVE

The heroes in the half shell are hack in the scade again! Ready for Shredder and his evil gang of thugs. the subterraiman quartet must foil yet another one of the masked villain's schemes for domination while restoring peace to the streets!

The basic theme of the second Teenage Mutant Ninja Turtles arcade dame remains similar to the original. Pick any one of the four hard backed reptiles and hit the streets! You must use your ninia skills as well as your weapons if your are to stop the

followers of Shredder, including new opponents that hail from the

With even more detailed warnics scrolling by as the backdrop to the action, Teepage Mutant Ninia Turtles introduces the familiar "gang-play" game mechanics that let you and your friends take on the enemy as



Fight to keep the streets safe!

Shredder's misquided minions. Only together, with your combined strength, can you defeat the powers against you and eliminate the Shredder's three once and for all.

Each of the multiple levels of play are comprised of several action sequences that take place before a scrolling background setting. These scenes take you from the city streets to a sailing ship, with each successive level presenting its own unique dangers and challenges. After beating your way past the forces of evil, you will confront an end Boss enemy that possesses even

AGEMUTANT

THEIR SECOND ARCAD



hredder's evil clan!

one lean, mean and very green fighting machinel

Each of the different fartles, ranging from Leonardo to Raphel, possesses unique fighting abilities and ninjitsu weaponry that can b used to even out the most logsided con fromations. Each of the came rounds is comprised of a variety of attacks from

more powerful capabilities. The Bosses are all very tough, requiring multiple hits to van-



Eurtles...Meet Mr. Slime!

The graphics in the new Teenage Mutant Ninia Turtles game, like its predecessor, are first rate. The detail in both the Turtles and their enemies is exceptronal, with superior animation that prowides a very fluid look and feel to the game. Advanced features, such as scaling and rotation are also used in abundance to add

to the averall effect of the game. Instead on simply besting some challengers into oblivion, our heroes can now throw the energy right off the screen! The



Check out the incredible graphics in this scene! The animation and backgrounds are top notch!

Other supporting features to be found in the uncoming arcade sequel include more voice, superior sound effects and all-new music!

INJATURE ADVENTURE

enemy now comes hurling off of the screen and straight toward you! This dazzling effect has to be seem to be believed!



The Bosses are Incredibly Huge!

The basis of an upcoming home segrer. Teenage Mutant Ninia Turtles 2 will most certainly become an immediate smash! With the advanced technology and crisp graphics, however, it is doubtful the full intensity of the dame can ever be captured in a cartridge. Be sure to experience the full scope of the Turtle's second adventure, and get a taste for what the 16-Bit translation may be like when it's released next year! From beginning to end, this action game is all-out intensity!

THE TURTLES RETURN!!

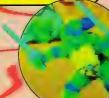
Making their second appear- ance in the arcades is only the tip of the trouble Konami plans to get the quartet of half-shelled heroes into in 1992! From a third installment on the Nintendo 8-Bit to a whole new adventure rumored to be patterned off of their upcoming coin-op sequel, the Teenage Mutant Ninja Turtles will see an abundance of active duty against Shredder and Co.

Leading off the pack will be the long-awaited third chapter in the Turtles saga. This game will reportedly combine many of the most popular themes from the first two games against a totally original action backdroo.

Teenage Mutant Ninja Turtles Part Three will give you the ability to choose from any one of the four crime-fighters at any time. The majority of play will maintain the side-view perspective from the arcade versions, although new power-ups and enhancements will be included. The graphics and animation of the new 8-Bit game will also be improved according to the company.

Our secret sources have managed to obtain the first photo of this exciting new game! What do you think?





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THE FUTURE OF VIDEO GAMES...

Every year the leaders of the coin-operated video game industry gather to show off their latest and greatest new high-technology games! In this issue we preview some of the more innovative arcade titles, with more next issue!

Leland Corporation

DRAGON'S LAIR II

Dirk the Daring returns in the awesome sequel to the original Dragon's Lair laser disc video game! The evil wizard Mordroc has kidnapped Princess Daphne and only Dirk can save her. But this is no ordinary quest because to rescue Daphne, Dirk will have to fight the minions of the wizard and travel through time in search of his love.

Dirk begins his quest by visiting historical hot spots like the Garden of Eden, Beethoven's studio, and the Pyramids of Egypt to try and find Daphne. The action comes to

a thundering conclusion against Mordroc in his castle! Like the original Dragon's Lair, Dragon's Lair II uses the most advanced laser disc technology available. The hardware driver

for the laser disc has been totally redeveloped for even more reliable interaction and smoother play!

Live the adventure once again with Dirk and family as he lives his most exciting quest!

Taito

DOUBLE AXLE



All-out road warfare in Taito's new Double Axle!

Monster Trucks and off-road madness come to life with Taito's Double Axle! This isn't just a regular cross country trip, though,

because to make it here you have to drive over everything in sight! Pound your way over trees, houses, and cars! The more you crush, the better you score, but you do have a time limit on each race. If demolition isn't your



against some of the meanest video game characters!

thing, you can choose a sprint race where the tables are turned and you must avoid the road traffic!

OTIAT

SONIC BLAST MAN

Not just another fighting game, Taito's Sonic Blast Man gives you

the chance to really go out and hit someone! Put on the boxing gloves attached to the machine and choose the opponent you want to go up against. Then, hit the punch pad as hard as you can!



Down the hatch! Poor Dirk is in trouble again!

THE NINJA KIDS

Four-player simultaneous fighting action comes your way with the exciting Ninja Kids from Taito.

These aren't just regular kids, but



Awesome graphics are combined with four-player action!

ninja masters! Each of the kids has his own weapon and special ninja power to help him defeat the scores of oncoming enemies. The game has all sorts of wild power-ups to help you get the quartet of super heroes to the end of this adventure! to the aroadel The game uses growth motion (similar to Pit Fighter) to make the figures on screen as real as possible! There's also a special speaker built into the chairs that

give you a jolt
whenever you get hit by another car
to increase the impact of play!





Blast through the race past other competitors!

Instead of having both players use the same monitor, Road Riot gives each player their own view of the action! Two player video games have never looked so good!

Your vehicle can skid, roll, jump, and if you're not careful, crash and burn. The steering

wheel even vibrates just like in a real racer! Begin your Road Riot battle on the novice track then work your way through the 11 different advanced courses to victory!

Cemiquate Esar Teal ni





STEEL TALONS

Similar to Road Riot, Steel Talons is a dual monitor sit down game for two players. Talons is also equipped with speakers in the seats to zap you when you take a hit. However, instead of growth motion, the game uses 3-D polygon figures to give it a more realistic look.

You've got the option of flying your helicopter on missions alone or with a friend. There's a training mission to get you started plus twelve more missions to keep you

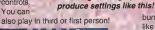


Steel Talons comes complete with one of the hottest cabinet/control interfaces!

blasting against your enemies. If vou've got a personal grudge to settle, you can even go head-to-head

with an

opponent! The cockpit of your helicopter is designed to be as realistic as possible with authentic controls.



Ultra high-tech graphics



Lock your guns on target and blow the enemy away!



Side-scrolling action meets some of the best graphics ever seen!

GUNFORCE

Continuous alien assaults on the Earth have forced humanity to create an international strike force. This team, called Gunforce, has been created to stop the aliens from trying again. Since the planet's survival depends on the outcome of this war, the largest, most complete arsenal of weapons available has

bee created and are at vour disposal.

Gunforce features two-player simultaneous action. The game gives you the chance to plan out your battle strategy with tactical weaponry of several types. The battle plans have six stages to take you right

to the heart the enemy.



Avoid an assortment of obstacles as you maneuver your fighter through space!



The screen explodes with fiery polygon graphics!

Team Challenge or try the Battle Royale! For even more fun, fight it out inside of the special wire cage!

The game has improved graphics with larger on-screen figures and. better yet, each of the wrestlers is programmed with unique moves!

Namco STARBLADE

Sit down in this wild space flight

simulator from Namco and get ready for some intense video action. Namco's Starblade is an action game that looks like nothing vou've ever seen before! You'll have to contend with masses of

flying space debris and huge space cruisers out to end your adventure from the very start of play!

You have to get through a

variety of stages, each with a specific armada of wea-

pons or obstacles which must be



Take on the enemy battle cruiser!

overcome! Survive this onslaught and blast your thrusters to make it to the various planets within your grasp. Charge your shields, arm

your weapons and obliterate the outer space opposition!



The WWF stars come out

American Technos machine, Wrestle-Fest. This new game has a whole bunch of new characters.

for battle in the new

like Jake "The Snake" Roberts, Mr. Perfect, and the Legion of Doom as well as some brand new techniques!

Now, up to four people can wrestle at the same time! You have two different modes of play to pick from. You can try your luck at the Tag



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Captain Planet needs your help, so hurry and send him your best idea to Save the Planet! Big or small, global or local - your idea is important and could win some great prizes!

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subscription to Electronic Gaming Monthly Magazine; and an

Electronic Gaming Monthly T-shirt!

• 50 - 2nd Prizes: The Captain Planet and the Planeteers game for the Nintendo Entertainment System!

• 25 - 3rd Prizes: A year's subscription to *Electronic Gaming Monthly* Magazine; and an Electronic Gaming Monthly T-shirt!

All entries must be 100 words or less. typed on an 8 1/2" X 11" sheet of paper. *You* can make a world of difference! So, hurry and enter today! Include your name, address, city, state, zip, phone, and age, and send your entry to:

Electronic Gaming Monthly, 1920 Highland Ave. #300 Lombard, IL 60148









Official Rules

- 1. You must be 17 years or younger as of March 1, 1992 to enter. One entry per person. In 100 words or less, describe your idea to Save the Planet. Entries will be judged on the following criteria: 1/3 Creativity, 1/3 Practicality, 1/3 Originality. Entry must be the original work of the entrant.
- 2. Entries must be nand printed or typed on a piece of plain white paper (no larger than 8 1/2 X 11"). Include your name, phone, address, burthdate, and signature of a print of printing the printing that the printing that is a printing that the printing that is a printing that the printing that is a printing that the printing that
- 4 Contest is open to residents of the U.S. or Canada, excluding employees (and their immediate families) of The Software Toolworks Inc., Electronic Gaming Monthly, and their affiliates, subscidaries, adversing, independent judging and promotion agencies. Contest is void where prohibited or restricted by law. All federal, state, and local laws and regulations apply.
- Judging of entries will take place on April 15th, 1992 by a qualified pane, of independent judges whose decisions are final.
- 6 All prizes will awarded. No eash payments or substitutions will be made in place of the prizes. All applicable taxes are the responsibility of the winner.
- 7 Winners will be notified by mail April 28,1992 and will need to execute a qualifying affidavit, to be returned within 14 days or another winner will be chosen.
- 8. 10 FIRST PRIZES: The Captam Planet Toy Package which includes The Captam Planet NES game, a Captain Planet hand-held electronic game, a Captain Planet action figure and accessories, a one year's subscription to Electronic Gaming Monthly, and an Electronic Gaming Monthly T shirt; total approximate retail value \$128.75.
 50 SECOND PRIZES. The Captam Planet NES game, approximate retail value \$49.95.
- 25 THIRD PRIZES a year's subscription to Electronic Gaming Monthly, and an Electronic Gaming Monthly T-shirt, total approximate retail value \$38.90.
- 9. Winners agree that the sponsor, and its affiliates and their agencies and employees shall not be hable for injury, loss or damage of any kind resulting from participation in this contest or from acceptance or use of the prize awarded. With parental or guardian consets or from acceptance or use of the prize awarded. With parental or guardian consets without further commencetion with the contest and its results in a future issue of Electronic Gamma Monthly and in all media for eadvertising and/or entry purposes without further compensation.
- 10. This contest is sponsored by Mindscape Inc., a Software Toolworks Company, 60 Leveroni Court, Novalo, CA 94949. For a list of winners, send a stamped, self-addressed envelope to: SAVETHE PLANET WINNER clo Electronic Gaming Monthly Magazine, 1920 Highland Ave., #222, Lomburd, IL 60148 Request must be received by March 1, 1992.

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Onslaught PGA Golf Phantasy Star II Phantasy Star I Popu ous Powerbal Rastan Saga II Saint Sword Shadow Dancer Space rivaders 91 Spiderman Star Control Storm Lord Streets Of Rage Stride Super Hang On Super Volleyball Sword Of Vermii o Techno Cop Thunder Force III 10/25 Lasorda Basebal win Cobra Hitmate Oix

Wardoe

Warrior Of Rome

M. sha

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N n a Boy Nobunega's Amb tion North & South 20,44 19,42 25/54 Operation C Pac Man Paperboy 12/27 P pe Dream Princess Blobette 18/38 R Type Robo Cop Rolans Curse Serpent 18/37 Shanghai S de Pocket 24,46 19:42 Skate or Die Sneaky Snake 8/37 Snoopys Magic Show Soud s Adventure Super Scrabble Sword Of Hope Tall Gator Tasmana Story Tour de Thrash vol eyba l Whee Of Fortune

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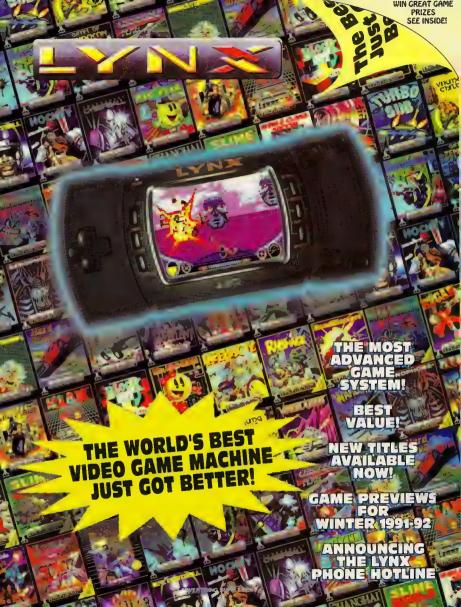
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THE REST GAME MACHINE MADE IUST GOT BETTER!

FULL COLOR HI-RES SCREEN 16 colors on-screen from an available palette of 4096. The largest backlit display of any portable.

CONTROL PANEL Brightness controi. AC and headphone lacks as well as Comivnx iack to connect up to 8 Lynxs.

An action button. When used with pause. restarts the Lynx.

PAUSE Stops the action while you take a break.

> A & B BUTTONS These buttons

control the on screen action.

Control Pad The advanced Lynx controller provides 8-way interaction.

BACKLIGHT BUTTON To conserve battery energy when game paused, you can turn the screen off and not lose the game. This is an advanced feature!

screen from right- to left-handed

POWER ON/OFF

OPTION 2 An action button, and when used with the pause button, flips the

play and vice versa.

The awesome Lynx handheld game system has been redesigned into a lighter. more compact machine. This advanced portable system still plays the same great Lynx games as before! This design not only adds to the overall comfort of Lynx gaming, it increases the overall

playability and attractiveness of this incredible portable!

Some of the best new features to be found on the new Atari Lynx include a special battery-saving backlight feature. Now you can walk away from an active game without draining the batteries. Another unique option is the ability

to switch from right to left-handed mode. With the flip of a switch, players can rotate the Atari Lynx and play their favorite game titles lefthanded without losing any of the comfort or style that the Lynx has to offer!

ANY WAY YOU LOOK AT IT ATARI BEATS THE COMPETITION

THE SYSTEM	16 BIT GRAPHICS ENGINE	HARDWARE SCALING	SCREEN SIZE (diagonal)	PORTABLE CONSOLE QUALITY	4 CHANNEL SOUND OR BETTER	RETAIL PRICE
LYNX	YES	YES	3.2"	YES	YES	\$9999
TURBOEXPRESS	YES	NO	2.6"	NO	YES	\$299
SNES	YES	YES	NA	NO	YES	\$199
GAME GEAR	NO	NO	3.2"	NO	YES	\$159
GENESIS	YES	NO	NA	NO	YES	\$149
TURBOGRAFX-16	YES	NO	NA	NO	YES	\$99
GAME BOY	NO	NO	2.6"	NO	NO	\$89
NES	NO	NO	NA	80	NO	\$79

PARTE:

No other 16-bit system offers the same if versity as the Atari Lynx! fir in the Kill Carryng Case to the Pouch if in the AC Adapter to the Auto Copanite Lighter Adapter and Comynx Citile, Lynx has if all!

SIT I MANYING CASE

No matter where you go, the fun and excrement can follow with the Atari Lyrik Kit Case! Now you can

store game cards, adayters the Lynx and other peripheta's with stylish ease. The inner walls of the Kit Case are fully removable for in dividual 11

velcro snap ons. The wals are also thickly padded for maximum protection.

Suggested Retail Price: \$19.99

CARRYING POUCH

On a smaller scale, the Alan Linx Pouch will also omfortably, store the Lynx several, game and a the Comlynx cabe. The Pouch features a webbed nylon wrist strap and a handy be tilloop for easy transportation. The Pouch itself is constructed at 1997.

rugged 420 denier hylon with the additional protection of an acrylic coatril;

Suggested Retail Price: \$14.99 A(' AD APTER

The Atari Lynx AC Adapter is an afternate power source to butteries. This makes the Atari Lynx one of the most economical portables available for video game enthulaists!

Suggested Retail Price: \$9.99

Included with every \$149.99 Atarc Lynx package, up to eight players can join in the excitement of certain

ng from Circles red Flag to Rampage and 11115 Adventure in Slime World are multiplayer games that shr width the Lynx and its power with up to eight participants fighting for victory

simultaneous y

Suggested Retail Price: \$9.99

*** COUNTER LIGHTER AUDITER



Save on battery time with a nore with the Auto

tites Several

Adapter! Now you can take the Lynx on the road without worrying about batteries or play time. The Lighter Adapter powers up to two Atari Lynx unit at the same time and the nine foot cable extend to the balk short of which

Suggested Retail Price: \$19.99

OUGH AS GRANITI

For years, the standards, if excellence at Atar have remained hard to track. The Atan Lynx has a concrete base of games aimed at a rage uniquiand interests. Act in james strategy games adventure games, spiles, games, the Atar Lyrix has it all. These to tit thes are available now, and you've just trainly strat find the surface of Atar Lynx entertainment Check flout if you're ready for the world's first portable 16 bit



Here it is. The first true polygon technidagy Bring in a star over ing of with two race.

truck is act to agreed for either special in turit driving After the first test for your life or the difference in figure

ting interior in its of Chaise to no the right or at a product triar in court to relate the either t vis, desce Wat to the said tyres ik only and kind an eyo or the ten sertretterfieben f. gin auf ernt Priery late ther wany to special to a light

for the C/W¹



360 **ACTION!**

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> Stun Runner types at all. and the state of t and your way through hiszards. at right to by idea of it.



ALIEN GOOBERS!

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A LINE-UP OF GAMES UNSURPASSED ON ANY SYSTEM IS AVAILABLE NOW!



CALLING ALL CARS!

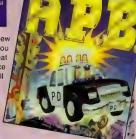
Hey there, flatfoot! Think you got what it takes to cruise the town in a brand new squad car? You have to be on the tips of your toes every step of the way as you comb the city in search of crime and people stranded by the wayside in this great coin-op translation. Bust the law-breakers and help the needy or you'll face

the police chief's fury and wrath! Get too many dements and you'll

find yourself booted off the force







EXCELLENT!

You got it! Our favorite timetraveling righteous dudes from San Dimas are off on another wacky adventure! Leave no time period untouched as you search for your

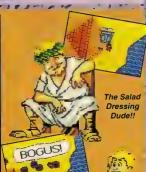
boda-CIOUS historical babes Talk to

Billy the

Kid and many other historical figures to gain clues and insight on the most triumphant game around!

ME







Grab your boogle board and your sun tan oil! Compete in the toughest four contests in all of California BMX, Surfing, Halfpipe, and Footbag Test your stunt skills on the BMX track Or attempt the Unreal 360 against waves. Try to defy gravity in the ultimate skateboard experi-

28. 19 1 15 da . . 08 P. La L. Id hickory of 1 2. 101

ence, the Halfpipe! Lastly, are you agile enough to keep that little footbag moving? Watch out for that bird!



BMX

SURFING





FOOT BAG





CAN YOU BE A BIT BUSTER?

You are Chip, distant admirer of Melinda the Mental Marvel and her Bit Buster computer club. You are also the school nerd and apparently have no chance at gaining a membership or Melinda's hand. One day, in the lunch room, Melinda approached Chip with a challenge. If Chip completes the challenge, he may join the Bit Busters and possibly gain a notch or two in Melinda's

book! The challenge isn't easy, however. You must navigate terrific mazes and battle ferocious beasts every step of the way! Gather the computer chips in your path to open the socket protecting the gateway interface to go to the next level. Use your mind, as well as your skill, to defeat each level and gain popularity. Don't dally! time is not on your side, and Melinda is getting bored fast! You'd better do something to make her look twice. Or three times. Or four...

BAD STUFF



Acid Slimy

Cherry Bomb Bua

Walker





Flv





Door

Kev







Ball











Leggy

Shield



GOOD STUFF



Big Mouth

Race Ship

Blob

Iron Tank

Sneakv Thief

Floor Trap

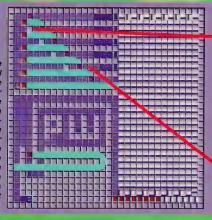
Trap Bug

Water Shield

Computer Chip

LEVEL 63 HARD AT WORKI

The Block Factory can be a very monotonous level at first, because you have to make the moves over and over. First, go to the top red button and push it. You must learn the pattern that the block move in. The last block maker sends its block onto a conveyor belt which stores all blocks that you release. Use the extra blocks to reach the chips across the water. The last chip is hidden below.





UGH! The blocks tends to pile up faster then you can send them out, but there is a specific pattern to solving the level. Patience and a keen eve for details are a must!



AVAILABLE NOW!! AVAILABLE NOW!!

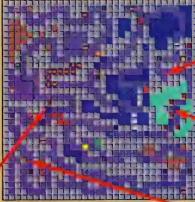
FULL OF SECRETS, HIDDEN PASSAGES, AND BRAIN-TEASING ACTION!

NIGHTMARE LEVEL 70

NO TIME TO SPARE!

This level is a time muncher! The clock is just large enough to reach the exit if you know what to do. Key points to remember: Use the block to reroute the ship. After you trap the first bug behind the wall, run back to the first gravel tile and avoid the oncoming bug. Shove the blocks on the ice into the water to the left. This will give you a clear path later. Touch





the firetrap button then run back to the cubby notato avoid the firefly. After retrieving the red key you will need to push the block onto the trap button. This will release the bugs to the left, so keep moving to the safety of the gravel tile below. Now you are clear to go through the red door and exit.



Hide in this location to avoid the fireflies!



Take a rest here before plotting your next path!

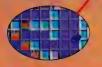


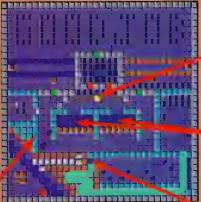
Look out for the bugs!

PLASHOUSE LEVEL 90

DECOR HERNER;

The Playhouse is full of wonderful and exciting decoys! Right from the beginning, one of the blocks hides a firetrap. You can't get many of the chips. They are there mainly to trap you. In fact, spike shoes are here, but they are also unattainable. First look for the secret wall to the left and get the yellow key Then work your way to the middle and get the blue key Create bridges





with the blocks to go across the water. Enter the blue door and ride the ice to some chips and the green key. The green door is to the middle-left. Push the blocks up the wall on the left to cross and get the fire shield. Finally, get the last of the chips and enter the exit!



Your first goal is to get the yellow key!



Push blocks across the water to make a bridge



Get ready for a ride!

THE BEST GAMES ON THE BEST 16-BIT SYSTEM NOW!!

restored to life by the gods. Your nis in is to rid the land fall evel inch a n the shallows. The quest will not be easy is thoser 23 evers to purly. The demon lord has learned if a in plans and has sent his horde after you! You don't have any time to rest! The demon cloud s fcl. wing you every step of the way it may be sow but its teach is fatal even to a mught, fighter ske you



ADDIEDE WARRIOR

You are Rygar an ancient warrior whi has been

Excellent scrolling!

TAKE THE WHEEL!

Road Blasters and whole new timer in hir raingt Army 1 & the late on west per consum of and it is therefore to be a seting protein figure place monts i the way C Next new weights from the weapers craft or car. leive Are greeter thrians laturition or protunx



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CHECKEUSED STUD MONSTER **MADNESS!!**

Now this is a realty smashing game. Choose from either, zzeithe Lizard George the Gonla Ralph the Werewort or the new of aracter -Larr, the Rat and go wild' Up to four players can ravage the city in beat each other ip! Anything goes in

1 10 1 1 000000

RAMPAGE

this mad free-for-all! Eat

sold ers food cit izens or your oppo nents to regain you! strength



A MAN IS A DOG'S BEST FRIEND...

Or something like that Anyway, your best buddy. Scraps is dognapped by a gang of mean scrapyard rats, and it's up to you to save him. Follow his gang into the junkyard and 6 multilevel worlds. Battle the bad guys with bone crushing bottles and cans!

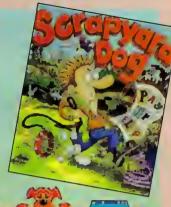
Scrapyard Dog is jammed with high-paced action quaranteed to rock your world'

The action scrolls smoothly from left to right and certain areas hold special secrets. Be sure to check every nook and cranny.

From start to finish an endless array of opponents and obstacles will stand between you and your pup! Besides the rat gang, you have to avoid wicked birds that would love to befoul you, sharp cranes that try to skewer you, and tar piles that threaten to drag you down.

With an incredible array of action and adventure Scrapyard Dog is one game that requires plenty of fancy footok! Use your jumping skills.

requires pienty of fancy footwork! Use your jumping skills, fast fingers and a calm head to outsmart the baddies and overcome the obstacles waiting at the end! Don't give up. Louie!



LEVEL 1-1

On the first level of Scrapyard Dog try your aim on the rat thugs lurking behind garbage cans. Grab money everywhere for

points and learn to dodge the birds. The end rat has a really big gun and isn't afraid

really big gu to use it whenever you get near!

ry Scraps is

waiting for



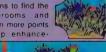
You'll need attack moves and jumping skills here.





The birds are the greatest threat. Beware the cranes and grab the hidden invincibility to finish up the round quickly and easily.

Enter trash cans to find the secret storerooms and pound out even more points and power-up enhancements! Hur.





Be prepared! There's a lot of ground to cover here!





LEVEL 1-3

Here's a real challenge! Even more enemies are waiting to pounce on you. A cat perches in high places and waits until you are underneath Use your botties wisely in this level and try to nail the cat first! Ouick Louie your poor pooch needs you right now!



There's danger everywhere you turn, Louie!





A HUGE 16-BIT LIBRARY OF GAMES. HERE NOW!

KLAX THE ULTIMATE IN

COLORED TILE FUN! Sex 11 h then, me ers r je. ahen Atari Klax

> Hor tte same high quality digitzed vokies superblaining and graphics of their in op! Match ties a lordingt clar news and on dia a mals. Court month in

Kares Dig Limits secret

warps, and more!



Warping is easy on level 11 Set up the board as shown and place a multitile in the middle It's as easy as that' Head to level 56 to get ahead.

mazes and MULADES

As the latest Gauntlet sere. The

Third Engounter is by far the tiest air a on yet Ir stead of they on a from thur charact ters take a line is from eight phonon thing ters including a riph of and a cerd! Of course the or and enemies

are tack but they traught some friends. After pt to receive the end see stangemendden si niewtiere in the maze of nor sters. Un to four can play this quest of power



11/2 .

MORE TILE FUN!

Time the Ishido think to fine the part of the part of the said 2 , 6 to 1 & 0 , 1, 1 to the grade the transfer that they with their interpretation of a

dage in order to empty your till.

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CAUDEN

AN ANCIENT MENACE

Eons all an evillresence emerged that threatened all exis-

tence. The combined might of the ninal lans were bare y er ,ugh to banish the entity Nila in the present word the feats me dark warr or has riser and crity the ning HRyu stands n IS A IV



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AMPHIBIAN ACTION!

Earth appears to be a magnet for hostile alien takeovers! This time the extra terrestrial trouble is targeted at the Earth's air and water. You are the pilot of the Turbo Sub prototype

designed to fly in the air and sail

under the sea. Your mission is to single-handedly clear the world of the invading alien armada!

Your ship is equipped with numerous weaponry and defense shields. You also have a pair of handy dandy windshield wipers

TAKE A DIVE!

DIVE!!

GLUB. GLUB

for the return trip to the skies! Beware! The aliens also have a wide variety of weapons in their arsenal, and they know how to use them!

Turbo Sub features awesome scaling and intense first person shooting

action not to be underestimated. The sound effects are excellent. thanks to the 32-bit sound processor, and the graphic resolution is of a quality found only on a 16-bit console!



READY, RIM, FIRE!

Turbo Sub is full of enemies with one mission: destrovina vou! Take a quick look at what vou'll be facing, and prepare to meet the challenge of a lifetime! Watch for aems.



BUY ITEMS AT THE STORE!

Here is your one chance to restock your ship with more advanced Feel weapons of destand extra lives. Rapid Fire Pick up gems dur- Shields scenes for money, I making



Pick up aems underwater to purchase items at the general store. A store appears after each level.

> Astro Foil Gem Pods

AVAILABLE NOW!! AVAILABLE NOW!!

INCREDIBLE SCALING THROUGHOUT!

Turbo Sub is one game that majors in intensity! The scaling function of the Lynx is utilized to the fullest, Every object scales in from the distance for greater realism.







AILABLE NOW!! AVAILABLE NOW!!

quickly find yourself playing a game filled with intrique!

THE 3RD DIMENSION

The Atari Evnx blasts into the third dimension and beyond with Blockout! Utilizing the awesome scaling feet and I the

> duces the feer



of the coin-up original. With options enabling over 100 different difficulty levets Blockout is an excellent strategy matching puzzle game for any-

FIGHT IN THE DESERT

Voted Best Hand-Heid Game of the Year Blue Lightning offers the best dog fighting experience ever! Weave in and out between mountains, trees, and chooming missiles blowing away enemy fighters at the same time!



Bull Defer



CAN YOU RESCUE HER?

The President's daughter has been abducted and only you the Electrocop can free her! Search the abar doned research lab breaking codes grabbing advanced wearing, and face the vicious

robot quards who await inside!!



. 05 9

prepare to attack! SPIDER BAIT!

An evil space spider has woven his web if intrique and deception to acinquer the universe! Only you can prot through the 51 known dimen

sions in sear half the wretched field and destroy its horrible clans for all 46t Featur

> ing a handy password option. and two 1th ulty maks Gates of Zendocon บาร กกวนๆก

side-sur aling hocter action for anyone with guts!





GET READY FOR THE BEST PORTABLE FLIGHT SIMULATOR EVER! DOG FIGHTI New you can take command of You can even gick a imate biolene action even mission like the Red Baron for årde is a World War I Schler al one-on-one dog light activ AVAILABLE NOWI! AVAILABLE NOWI! AVAILABLE NOW!! AVAILABLE NOW!! AVAILABL Of course, for even more fu sich flue of your triende and have see on the Ale Tee time tighters A CONTRACTOR 100 g 30 pulson yannin a NO COLUMN TO IN THE ----Comment of the Park of the Par Fairful by the general fit it times f Sells Morel Hi PARTICULAR TO DOCUMENT OF THE ۵ The more the merrier! Take on up N Hide in the clouds and shut off to three squadrons at once! Beware your engine to get the drop on ٥ U their deadly crossfire as they unsuspecting bogeys. The si-U E swoop down from many angles! lence forces them to look for you. R In a touchy situation, learn to use your side and rear view perspectives carefully. They can help! D D В One popular technique is to come The loop-de-loop has always R to a stop when the enemy plane been a favorite trick of most is hot on your tall. With any luck, seasoned players. Good pilots N the bogey will pass right by. K can learn to fly upside-down! ٥ P

THE INTENSE EXCITEMENT CAN TAKE YOU BY SURPRISE!

CHOMP!

Pacman makes to a setiut to the Atan Lynx in Pacland a scrolling action game based on the popular coinop title and

1 1000 11 was 1 180 10 . J. S



toon series. Smooth graphics and gameplay make Pacland a hit

tor all ages"

PILOT FOR HIRE ...

Did you say money I If so here's year game You are bire t by the Zar or eng to to destroy the Medicant tyranny So. you not and plage the planet in the

waxe of destruction? I'm sure they won! mind but if vou play with a friend or two make sure they are on

vour side



car

Phila DOUBLE CHOMP! The Queen of

video James is back for more or the Atari Lyna' C x Lintermis soins good graph as multiple evels and perfect's und effects make Ms Pacman a lass arcade translation to the Lynni This time the patterns have been changed for



the transferred ther matterns Ms Pacman is cut to prove that she is not as the femme



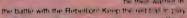




DE THE BEST

You are the best Rubershill ther in Euro is the Forder thin has re rule 1 year to be the coarrier in

ight a Imend with the Comiyax



with your partitle try right catch your enemy office ance to sport emgrand! Grist this fix were upon their your cause to win planets. and cut. If the Return on in their

tracks. Awesome scaling!



or Be Killed! Up to 14 ments are provided the excite-

ense to the life a porterior at the Xenophobe Externation to the learns infesting

mobilityer star, hipsian apparents!



PUSH THE ENVELOPE TO 219 MPH!

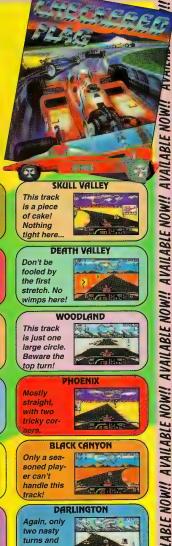
ON YOUR MARK...

GET SET... GO! Race off in a new direction with Checkered Flag! Checkered Flag is the ultimate racing game. No other racing title has such a broad options mode. You control the tracks, the difficulty, and the number of cars. You can change the color of your car,

your transmission, and even the sex of your driver either male or female! One of the best features is the sheer number tracks to choose from! You can rev up your engine and blaze a smoky trail of rubber down 18 different tracks! Some tracks are chock full of hairpin turns, others are speed demons with plenty of straight roads. Beginners, choose

the automatic tranny. However, for maximum performance. choose the 7 speed transmission. Only you

can shift gears in this mode and while it's tricky, the engine provides you with greater acceleration and overall speed. For the most intense driving action, Checkered Flag is it!



SKULL VALLEY

This track is a piece of cake! Nothina tight here..



RIDGEWAY

There is only one tight turn and you're home free!



GRIZZLY FLATS

Only one straight shot to get ahead, then watch out!

Nothing

but quick.

hard turns

to ruin your



DEATH VALLEY

Don't be fooled by the first stretch. No wimps here!



GREAT BEND

REEDPOINT

Watch out for the ultra tiaht turns on this rough road!

Take a

break from

the tension

and rest on

this track!



LOGAN SPEED

Only the best of the best are going to win here!



WOODLAND

This track is just one large circle. Beware the top turn!



EAGLE BEND

Three nasty turns and the rest is a piece of cake!



VICTORVILLE

Up to five hairpin turns. The victor gets the spoils!



PHOENIX

Mostly straight. with two tricky cor-



FARMINGTON

No real straight-aways here. iust curves all overt



Two vicious hairpin turns!



Only a seasoned player can't handle this track!



MOUNTAIN VIEW

You'll ao batty with the wicked little turns everywhere!



COLDWATER PASS

This track is a warmup for the pros!



DARLINGTON

BLACK CANYON

Again, only two nasty turns and the rest is history!!



HOT GAMES COMING SOON FOR THE ATARILYNX!



CABAL

A MAD MAN'S DREAM...

Guerita war at 1 best' You are a mercenary hired to infutrate and de strov



the headquarters of a madman bent in conjugator the world. His outer telepses are too atring for armar or arrein fatticks, so you are forced into itealthy marinavert. Take out oach, fefen Sive burners and he of he the next excite p halfrige. The to all factories awars by your arrival! Sheet his trigs and enemie of generalis and medical affection Learn to master the somersault defense The tax at scaling and 4D prophics are safetby forest

Comina Quarter 1991.

I'M DIZZY...



720°

The area te classic is now hitting the Lyrat The arraz ing skatet card stunt game will have the same test tracks, workead 3D view as the training 720 is still a multi-cir oling extravagariza screting in any free ton smo it y and clearly. At of the first power ups are sto present from super powered purposhors to outra quick traints. Grab miney and perform tricks to enter four contests in rain area. While you're at it, beware the

killer bees and the punk rockers. The rampaing music emen will be fat by to grind, or face into the furf ar differency our beard in two! If that sinot enough, wait until you face the It plan per of the sia im the jumping course the fight speed rang, and the halfs per trick contest! Other skaturs are here to and they don't want you to win. In fact they do anything to knock you, iff your board and si wy mis in This is the ultimate swatet and act on

Coming 4th Quarter 1991.



viking chilo

BORN WARRIOR

Enter a land aftere dragons run free and fairies may be found in your soup. Kings still reign supreme and wiz ards are found around every corner. Your fair princess has been captured and is being field n the castle of an evil sor ever. You are the Viking Child - son of a viking warrier and you are honor bound to res cue her ities des she's a good look ritrate Start out with nothing but your trusty swird, and light your way through it es caverns, and asties gaining treasure and



VINDICATORS



INFILTRATION!

Ever Age to 1 to tone con tred to the recent proper rhid. Super tank in the pales," Print & Southeady' Vindicators s and n a future to list, contrium by a ruth as target to a cur ct to and ate the by from h Trast O' course year cond a other toll Horigher way is graft a Congrarationanition a frent posin Renim. bert for all tun and we applied by all a 2 the Willy. but it riting ander your times. This Atas or sit to Atari Lynx noiti in leaves nothing behind. All of the original gameplay graph is an firm, is here in a new time tred!









DIRTY LARRY

SUPER COP!

Take the role of Dirty Larry, the baddest of the good cops! He's out to rid the city of evil and wrongdoing while a mysterious crime lord attempts to loot the city for all its worth! Challenge multiple levels while patrolling the streets. Each



area consists of a side-scrolling level filled with danger! Punks and

around every corner. Even suicidal arsonists will try to put you on ice. Luckily you will have plenty of support weapons galore and medical supplies strewn everywhere! Control huge on screen characters as you punch, each section.

shoot, and blast your way through



Watch out for the arsonists!

Grab the powerups to boost your bullets and other weaponry that you'll use in your quest to best Mr.

THE WAREHOUSE

The Warehouse areas



like crates and machinery. The crooks have some pretty ugly weapons and can

use powerful grenades to put

loaded

with obstacles

you out of commission! Avoid these hazards as vou work your way through the round, but be sure not to ignore the special enhancements that are strewn across the level. Grab every power up that appears and take the criminals down with some cold-fisted justice!

THE MOST INTENSE ACTION EVER SEEN ON THE ATARI LYNX!

THE MAIN DRAG!

Now that you're out in the open, the enemies are coming from all sides! Punch, shoot, and bomb your

way through the hordes criminals and psychos to

Nearly every type of enemy is present here, and they come out in groups of three or four! Medicine is hard to find also. bone up vour

courage and keep firing!

crisp!



reach your goal at the end.

THE SUBWAYS!

especially

careful of the

suicidal arsons!

They will fry you to a

The bad dudes are driving off the good citizens of the city in the subway! Clean up this disgusting garbage and make subways safe again! Psycho baseball sluggers are controlling the train and they plan to

make a grand slam out of you! Keep they at bay with your gun or bombs. Your fists are no match for solid oak! Other enemies are weaker, but they move fast and have weapons that can be thrown or shot, like a knife or gun. Use



to disarm them and just plain ruin their day! LOOK FOR LARRY

your impressive martial arts

COMING 4TH QTR 1991.



SIZZLING NEW TITLES ARE ON THEIR WAY!



THE NEXT GENERATION OF GAMES IN ALMOST HERE!



THE ONLY OFFICE AND TITLE TO TAKE THE GAME ON THE ROAD!

HUT ONE! HUT TWO! HIKE! Run for a touchdown.

catch that long bomb, or try an option play! You can do it all in NFL Football After every bone crunching hit, you can feel the ant

and sweat dripping off your war-torn body! You call the plays' Send your corner back out for the quick interception. If nothing

else, maybe you can knock that pesky ball loose with a super powered tackle. How about the quarterback? He looks like prime sackbait. Go for it! On offense, always look over your shoulder before throwing that fateful pass which can win or lose a close game

> The timer is always ticking, so don't waste valuable time deciding on your next move Sometimes aut instincts are best. so sit back and enjoy the high resolution graphics. realistic game play.

and the cool scaling for ball control! No other football title comes close. NFL Football is one of the best sports 1 or 2 player titles available for any video game system - now on the Atari Lynx so you can take the game with you1









NFL Football is a side vertical scrolling game, and the perspective scales in and out depending on where the action is. There's no telling when a hot play will erupt in your face! Keep your eyes on the ball and take it down the sidelines!









You have multiple view screens with which to select various options on offense and defense.





REAL FOOTBALL ACTION!

HOT TITLES COMING TO THE ATARI LYNX SOON!

HOCKE'

HAT TRICK!

lcing! Checking! Penalty! Grab your hockey stick and play Hockey on the Atari Lynx! This is true 16-bit hockey action as you hit the ice and chase the puck. You quickly get the feeling of skating on ice with the realistic play mechanics. When the

gets a little rough you may just get into a nasty slugfest with your opponent! Battle it out in a closeup panorama, punch-

nent! Battle it out in a closeup panorama, punching and ducking every blow! The action never stops!

Coming 4th Qtr 1991.







3 - 7 -

TOKI

game





MUTANT MAYHEM!

You are the good mutant Toki, and you have been turned into a monkey by an evil wizard. You begin your quest to save your girl in the forest, and work your way through caverns and mountains! The enemies you destroy leave behind power icons which can change or power up your attack. Based on the arcade coin-op. Toki is sure to succeed!

Coming 4th Qtr 1991.





Will Toki triumph or will evil reign supreme?

BASEBALL





GRAND SLAM!

To round out the existing and upcoming Atari Lynx sports titles. Atari presents **Baseball Heroes** for the Lynx! Listen to digitized voices and the crack of the bal! Sound effects never seemed this real! Then watch the ball scale when you blast it out of the hemisphere! Check your player stats to see your strengths and weaknesses then choose your starting lineup Play ball! **Coming 4th Qtr 1991**.





NOTHING GEATS THE EXCITEMENT AND CHALLENGE OF LYNX GAMES!

Catch floating weapon icons to change or increase your weapon's

strenath

CEO DUEL

3D ACTION!

By tar or time must character with a state of the control of the c





Available April 1992







RAI-DEN

Code Blue!

 And the original transfer of the control of the con

Available June 1992

HYPERDROME

SCORE!

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militari (m. 1914) 1907 - Maria Garatan

trei i politorii ee al ta maee , ii ta faata

rg marr

non in Color

Available March 1992











PIT FIGHTER

#4169i #8006£

Hey you! Wire a light? If so fake the kid

grant Pit Fighter! Using digitarity and the second of the

with refighting the with refighting the with refighting the design where each with a few chear she to Butterly wins but as it the pit Of course the



Executioner
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y us first
ever make it

cle of strength! Pick Kato

Available March, 1992.



Awesome digitized graphics and scaling!



THE ONLY HOPE

You are the form to the Bossets of the project of projects and so that you are so that the form to the so that you are the sound to the sound

Available March, 1992





ROLLING THUNDER

SPY TIME

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to the

Available February, 1992



Check the doors for more ammo!



STRATEGY SESSION!

CALL THE ATARI HOTLINE!

Here are some tup gaming tips to raise your screek tie gets. Even the tiest gamers, an get list in a huge parent like Slime World, or traffered by a ler glests in Xenophobe. New the Lyon Hot line is available for tips and strategies.

1-708 CRY-LYNX

CALIFORNIA GAMES

BIG BONUS POINTS - Get a huge amount of points (279 to be exact) immediately after the second hump! To accomplish this great feat, you should follow these important steps

- 1 Perform a loop right from the beginning and hop to the first hill 10 points so far
- 2 Stop at the top at take a breather. Start up again and try to land squarely on the little ramp below. This will give you a extra boost of speed and 13 more points.
- 3 Right at the last second before your bike plummets over the drops do a loop. If you did the jump correctly, you will touch down on the tip of your bike's front tire twice, then quickly spin forward and land squarely on the second hill! After you recover look at your score 270 points!"



A humble beginning



We re off to the races!



The first jump of fate!

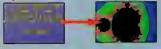


279 bonus

CHIP'S CHALLENGE SECRET MANDLEBROT

PROGRAM

Enter the secret code MAND to view and adjust the hidden Mandlebrot program!



HIDDEN CODES

The special level CYPHER is actually composed of the letters of level codes! Take a really close look at the passageways and you'll gain the codes to levels 82 137, and 146 Level 146 is a special world of four of the hardest challenges yet!

ZARLOR MERCANARY

SECRET LIFE PROGRAM

From the character select screen, hold down the OPTION 1 button, press the joypad UP, DOWN, LEFT, RIGHT, and UP. The screen will change to the life program. This program will simulate a bacteria colony, calculating life death, and rebirth depending on isolation, over-population, and perfect harmony!



TELEGAMES - THE FIRST LICENSED PUBLISHER FOR THE ATARI LYNX!



Face the master or another player in a race against time or patience! The options screen lets you make the next move!



THE FIDELITY ULTIMATE CHESS CHALLENGE Based on the powerful Fidelity Electronics computer programming, the Fidelity Ultimate Chess Challenge is the most powerful chess game ever!





Challenge over 256 levels! For one or two players.



QIX



FIRST... ...BEST!

TELEGAMES

KRAZY ACE



This is the first miniature golf game for the



Genuine



puttina skill is required navigate this treacherous miniature golf course! Alligators, gorillas, clowns, other mysterious wonders around every corner. iust to make your golf game miserable!For one to four players!

THE GUARDIANS: STORM OVER DORIA

The Guardians have been summoned to the Kingdom of Doria to help overthrow Quellin, an evil magician who has kidnapped Prince Creshin and stolen the Crown of Versilles. The mystical crown gives its wearer the power to control weather! . The Guardians must locate the Prince and the Crown to defeat Quellin. or witness the destruction of Doria! The Guardians is in a 3/4 overhead perspective, and players must learn new spells. gather items, and look for clues to the Crown's whereabouts. Along the way, fight over 23 different monsters, use multiple weapons, and talk to anyone moving.

Guardians is the first REAL RPG available for the Lynx, set to arrive during February of 1992!





THE OFFICIAL 1991



OVER \$2500 IN PRIZES!

Enter the Official 1991 Lynx Contest! Simply answer all six questions on the entry form, mail it in and you will be eligible to win up to \$2500 in Lynx hardware and games. Enter before January 31, 1992 Winners will be selected by Electronic Gaming Monthly Magazinel

The GRAND PRIZE WINNER will receive the complete New Advanced Atari Lynx video game system, containing the Lynx Carrying Case, Lynx Pouch, AC Adapter, Auto Cigarette Lighter Adapter, Comlynx Cable, plus a complete library of all Lynx titles available, 39 titles in all! In addition, the GRAND PRIZE WINNER will receive a \$100.00 certificate for purchase at any Toys-R-Us store.

1 WINNER

GRAND PRIZE

4	Which of these advanced feat	ures is standard on th	14
	Atari Lynx *? A 35 to occident automorphism	C. Fut 16 bit processor	

B Hardware scaling E Stored sound in C Adjustable bacast screen we was now with F AB of the above In Lynx CHIPS CHALLENGE " video game. Chip is a

distant admirer of what member of the Bit Buster Club? A Mazzne

> The Lynx video game system is expandable with which of the following accessories?

A Kill, amyong Case How many Lynx video games titles are available now?

From this list of HOT soon to be available Lynx video games, which game has robots playing a football free-for all in the 21st century?

€ 720

Which two Lynx titles do you most want to own?

Vame	
Street Address	
City	State

Aae

One winner per household.

Zip Code

Each of the three first prize winners selected will receive the Hot New Advanced Atari Lynx video game machine, A Lynx AC Adapter, and any two Lynx Video Games of their choice, plus, a \$50.00 certificate for purchase at any Toys-R-Us storet

The five second prize winners selected will receive any two Atari Lynx Video Games of their choice.

MAIL YOUR ENTRY TO: The Official Lynx Contest 1920 Highland Avenue Suite 222 Lombard, IL 60148

1ST PRIZE 3 WINNERS



2ND PRIZE 5 WINNERS



PREPARE FOR TWO OF THE HOTTEST THIRD PARTY TITLES TO DATE!

Shadowsoft /

R080TRON 2084

In the far future, man has created a superior race, a race that deter-

mines that humans are inefficient, and therefore must be ex-



terminated! Due to a genetic error you have bestowed the power to destroy the master race so humans may live. Stop the Robotrons and save the Human Race!



Surrounded! Blast your way free!



Rescue the humans in a last ditch effort to save them from extinction! The Brainiacs turn human into

programmed to kill! Good Luck!

mutants



Hey! Watch your step! You almost blew it! Here in the Crystal Mines caverns, every step can have a downfall, every move a mistake, every leap a lesson. So the next time you feel like just jumping and running, you better head for a different games Crystal Mines II is only for those of us with patience and skill. Move those rocks to find the way out or die trying!



Golor Dreams

SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREAMS!! SHADOWSOFT!! COLOR DREA

KLAX



565,000 POINTS!

This is by far the best Klax trick yet! Drop the blocks as shown to get massive points!

APR

FOR HIGHER POINTS - The best strategy is to obtain your quota first, then pick up money bags. When your quota is full, everything is double points. If you pick up a \$5000 money bag, you get \$10,000!!



CALIFORNIA GAPES - HALPPPE



MEGAPOINTS - Get up speed and hold your turn as long as possible for 999 points.



BILL & TED

AVOID THE TIME PARADOX - Throughout your travels, you have an invisible enemy, time! If you take an object from one era and forget to replace it, you create a time paradox and lose! The first instance of time paradox occurs if you forget to replace the staff note by the pillar.

HEY DUDES, IT'S US!
THE STAFF IS IN THE
LARGE PYRAMID, BUT
THE FIRST STAFF YOU
WILL SEE IS BOOUS!

(REMEMBER TO HIDE THIS MESSAGE FOR US EARLIER, DUDES.

BONUS HINT: Remember the Gold Nugget you bribed the Egyptian guard with? You need to find a suitable replacement...

The staff note holds valuable information from yourselves, dudes! Use it, then put it back where you found it (so you can find it again, of course).



HIDDEN STAGE - On the level TRYX, if you immediately move down and to the right, you will pass through the floor and find a secret exit. This will transport you to a nameless level filled with the faces of the game's creators! Blast them for powerups and points!





Be ready to pick up the weapons and powerups when you fight the faces of the creators!





MS PAGMAN



6 LIVES - Press PAUSE, OPTION 1, B twice. A twice, UNPAUSE. Now enjoy a long game with six extra lives!



SPEED BOOST - Press PAUSE, OPTION 1. A twice, B once, OPTION 1, and a lightning bolt should appear. UNPAUSE and press B to use the speed boost!

SEME WORLD

TO ENTER THE PULL THE ZIT GAME -Go to the summary screen that shows Todd fully green, then hit OPTION 1. When the Zit appears, start hitting the buttons until it pops! Yuck! If you have two players, you may compete against each other!





FILLAND

10 EXTRA LIVES! - To get ten extra men, play the game and get the high score. Then put 330NE (three-three-zero-N-E) as the high score name. Now, as long as that's the high score, you'll have ten extra lives when you start the game!



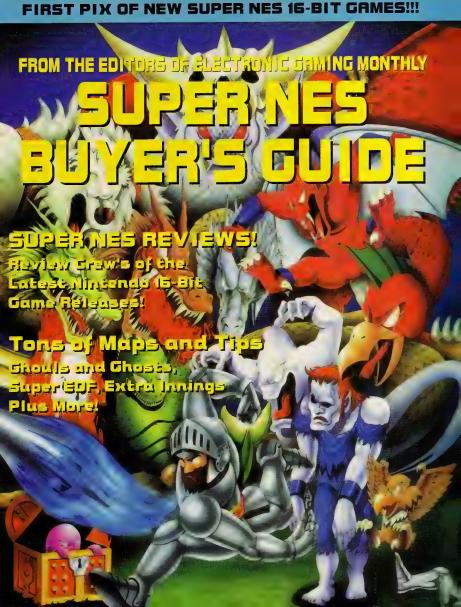


1-708-CRY-LYNX

(THAT'S 1-708-279-5969)

CALL THE LYNX HOTLINE





"WOW!

...THE HOTTEST GRAPHICS WE'VE EVER SEEN!"

-GamePro TV

"...INTRODUCES A SENSE OF REALITY NEVER BEFORE SEEN ON THE SUPER NES"!"

-VideoGames and Computer Entertainment Magazine



ROCHETEER

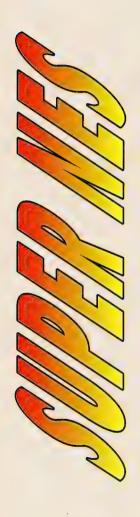


For the Super Nintendo Entertainment System.





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SUPER 16-BIT HARDWARE! SUPER CHARGED GAMES! SUPER NINTENDO!

A new era has dawned on the video game hobby and its potential impact may very likely dictate the future of gaming as we know it today. With advanced game hardware available from Sega and NEC, Nintendo has at last made their own launch into the 16-Bit arena with their new Super NESI

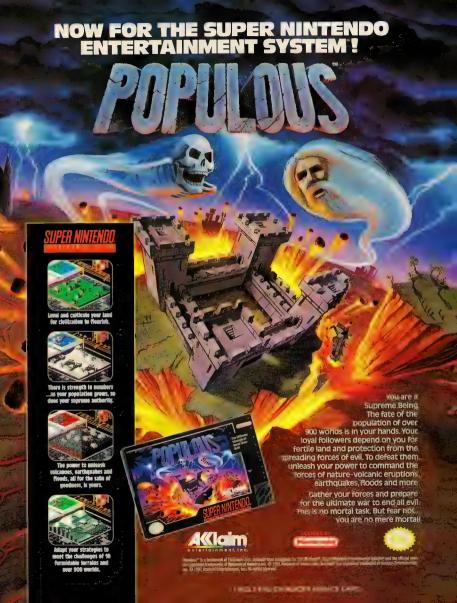
Unlike any other consumer game system before it, the Super NES captures the crisp color and detailed graphics that today's players are demanding. In addition to the basic improvements in sights and sounds over the blockbuster NES, however, Nintendo has thrown some extra goodles into their machine that are guaranteed to help it stand apart from the crowd.

First and foremost, Nintendo has given their new hardware the extra muscle it needed to accomplish advanced special effects like scaling and rotation. These two features, when activated through the software, allow the Super NES to display visuals unlike anything you've ever seen before!

Secondly, Nintendo hasn't lost sight of the fact that music, sound and speech can play an important supporting role in the success of a video game system. They're to be commended on the audio chips inside the Super NES which, represented by games like Actraiser and Final Fantasy 2, blast out the best tunes I've ever heard from a home system - including some CD-ROM games!

In short, the Super NES, which EGM previewed over two years ago, has lived up to the promises that Nintendo made. That's not to say the system isn't without its shortcomings. The most important flaw in the Nintendo 16-Bitter is the unit's inability to display a large number of different items on the screen at the same time. From the initial games that we've previewed, a combination of flicker and game slow down has occurred that severely detracted from our overall enjoyment of the games. This is especially true when the game throws more objects on the screen to make contest even more challenging. Game players don't want to finish their new games overnight and when some of the titles actually get easier, because of unexpected slow-down, it defeats the purpose.

Despite such problems, many new and exciting possibilities are now open to game developers and players alike as we enter the next phase of video gaming with the Super NES!





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CIRCLE #199 ON READER SERVICE CARD

IT'S ULTIMATE BASKETBALL!

Trash all those other basketball cartridges! ULTIMATE BASKETBALL™ captures all the thrills and intensity of a real full-court basketball game. You are in command; leading the court, making the plays, and scoring the points.
Want close ups? Go for the slam or a 3-pointer and let the full-screen animation blow you away!
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at your fingertips!



Zoom into the action



Be a part of the action-not just a spectator



See your shots-up close and personal



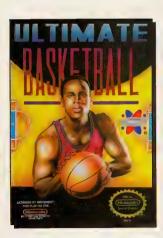
You control full court movement



Pick your starting line-up



Team up with a friend against the computer





American Sammy Corporation

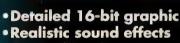
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- Dymanic action
- Monstrous creatures

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Gigantic and treacherous aliens are invading Earth. They are destroying our cities and leaving chaos around the planet. There is only one hero powerful enough to eradicate these creatures...ULTRAMAN!! Part human, part super being, he's got what it takes to eliminate the evil aliens once and for all. Ultraman uses his special weapons along with martial arts, wrestling, and street brawling skills to fight off each attacking monster.



Yes, the one and only Quarter-O mann DOES play games as well as hunt for gossip! He's still jammin to Super Ghouls although he's now using his A behind the scenes contact to rip apart the ultimate Super NES cart to come from Konami!

With most of the new Super M NES softs behind him. Martin is A now turning his attention to the R Super NES adaptation of one of his all-time favorite video T games, Thunder Force 3! With Thunder Spirits in his hands. Martin couldn't be happier!

Just back from Japan, Ed is still carrying the let lag in his rapid fire finger. Perhaps that could Е explain the lower scores he s been posting on Castlevania 4. or maybe he just realized that the Super NES control pad doesn't have a slow-mo!

The head editor and top dog is S about to go crazy! Putting together the largest video game T magazine has taken its toll on E Steve's game time, but EGM's main man is still pounding the points on Super NES favorites like U.N. Squadron!

Super NES - Konami Legend of the Mystical Ninia Type: Action Release: Oct. Levels: 24 Difficulty: Ava.



The second in Konami's Super NES releases, the Legend of the Mystical Ninia throws almost every game theme you can think of into the same pot, throws in several unique features and stirs them together in a multi-round quest to stop a horde of sinister forces.

Fither alone or with a friend, you must overcome the dangers presented and locate a myriad of hidden items and games to win!

What a game! Talk about overkill, Mystical Ninja has it all! From cameo appea ances of vour all-time favorite Korami n ts to some solid one and two orayer options, this game has a all. The graphics are too cheesy for me, with lots of pastels, but besides that it's killer!

This cart has the kind of game play that made the NES carts so fun to play There are plenty of different options and little bonuses such as a miniature areade that actually lets you play games. Coo graphics and an awesome soundwack make this one of the better Super NES games.

Finally, a unique game that has all sorts of neat and amazing tricks that will dazzle will Hilariously cute and comical creatures and play that is really impressive. Even the short games that you can play (from pong to the actual Gradius) are a great addition! Kudos for Konamil

Legend of the Mystical Ninja is an overwhelming game with fast action and dozens of special daying features. While the game is a gem in the one-player mode the whole pace of play really plays up when a friend joins at Despite the odd graphics, a great game!

Super NES - Capcom U.N. Squadron

Type: Shooter Release: Now Levels: 164 Difficulty: Easy



Based on the sleeper Capcom arcade title, U.N. Squadron mixes intense shooting action with just a drop of strategy against a battlefield setting. As a pilot from Area 88, you must repel an enemy invasion advancing by land, sea and air with your fleet of special aircraft. In addition to the main contest, you must also collect the bounty for destroying each opposing vehicle and use that money to upgrade your craft.

U.N. Squadron is a pretty cool Super NES title, with a smooth setup and hard delivery. But overall I really didn't get blown away by anything in the game. The weapons upgrades were nity and the bountyhunter aspect of play was original, but the action never totally clicked.

A shooter for the Super NES that isn't plagued with the annoying 'slow motion" found in Super R-Type and Gradius 3. Spectacular graphics and sounds as well as a huge arsenal of weaponry make this the most impressive shoper available yet. I wish it was a little more intense.

Capcom is really looking to be one of the best SNES producers yet! UN boasts some very impressive features that most snooters loose out on, like a choice of planes, weapons, and levels The back-grounds are great, out the cart is a little on the hard side. Still a winner!

I totally enjoyed this horizontal shooter. From the style of play that lets you select your targets as well as pick the difficulty of the opponents) to the multiple plane and weapon upgrades to the sterling graphics and sound support, U.N. Squadron was a blast to play! Just a little too easy.

N

WHAT FOUL?!



BILL LAMBIES Combat Basketball

No personal fouls and plenty of excitement highlight this bone-crunching futuristic basketball title! Dodge missiles, saw blades and more as you pound your way through the most intense contact sport ever created.

• Fast one-onone action! Play against the computer or a friend (1 or 2 player).

- Super League Mode! Make your own team by buying and selling players.
 Up to eight people can play in the same league!
- Battery back-up lets you save your league for future grudge matches!



HUDSON SOFT USA, INC. 100 OYSTER POINT BLVD. SUITE 515. SOUTH SAN FRANCISCO CA 94080

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Super NES - HAL America Hyper Zone

Type: Shooter Release: Nov. Levels: 8 Difficulty:Avg.



Hyper Zone blasts you into the tuture where racing takes on a whole new meaning. As you wind your way down the various patterns that present themselves, open up with your firepower and clear a path of safety for your ship! Defeat the enemies and upgrade your vehicle as you prepare for the ultimate shoot-out on the futuristic roads of the Hyper Zone!

While the first impression you get from Hyper Zone is one of total awe-someness, the firee simensional tunnel vision effects wears thin quickly. Pele the pretty picture away and what impressed the word is a repetitious fire-fight will a rack of powerups and fewer special features.

Hyper Zone has the looks and sounds of F-Zero, but the game play is extremely limited. Yet never turn left or right the game is always straightforward and gets repetitive rather early the game is always only there is just here enough game there to hold my interest.

This game was seriously influenced by other pseudo-first person perspective shootes like Signor Harrier. Despite this 11AL stefted with a unique setting for their plast-a-thon, but instead in a new direction, we get the same old thing. In the end I was Zoned out!

Hyper Zone has some cool looks to it, as well as plee-sound, but the game play is just too appetitive. I really liked the execution and concept behind the base but I was always hoping for more power-ups, more options and more game play. Good, but it could have been better.

Super NES - Capcom Super Ghouls & Ghosts Type: Action Release: Nov.

Type: Action Release: Nov. Levels: 15 Difficulty: Avg.



If you've played Ghouls and Ghosts on the Genesis, then you know why it was a hit. This game is not just a translation but instead a whole new adventure created just for the Super NES. All new levels and Bosses, complete with a mix of new and old, populate this cart. Scaling and rotation are also used to their full extent to send Sir Arthur the Knight on a quest to save the Princess that is filled with danger!

This is definitely the best version of Ghouls and Ghosts to date, with plenty of action options, power-up and wicked Bosses. The adventure is long as well, so you is sure to get your money's worth. "Se lack of verticle firepower, so an asst yourn of events, but it's blue ribbon otherwise."

I never thought that I would look back and think the Genesis version of Ghouls and Ghouse was cheesy. After playing this cart from beginning to end the difference is like NES and Genesis. Great sights and sounds are backed by satilar super challenging game play.

Awesome, awesome! As the Genesis game did for its system, the SNES version is fively one of the most infuressive carts to date! Everything from screen rotations to blizzard backgrounds to storms at sea are in time earn. A bit hard, but the challengue is welcome!

This has got to be one of the most awsome games very could ever buy for a home system. It eakes a little while to get used to the set that you can't fire up and nown, and there is a fair level of challenge, but for the glant Bosses arm great game play I can live with the minor drawbacks.

Super NES - Acclaim Populous

Type: Strategy Release: Now Levels: 900+ Difficulty:Hard



Populous has remained a favorite of game players ever since its original introduction on the PC. You are cast in the role of a creator of worlds who must build and populate the lands. Provide the inhabitants of each land with the necessary weather conditions and create a climate condusive to growth. Be wary, however, since there is another who will try to destroy and dismantle all that you have created.

This game has most of the strategy overtones that appeal to computer gamers. I, on the other yard, am not a computer game fan, so it shouldn't be surprising that Poullous, which has alread, work our swelcome on half a dozen other formats, falled to impress me

Good translation or not, I don't like this game at all. It's repetitive, boring, and nonever the graphics are not Super NES quality and sound-track is non-estant Don't waste your time training to be a god and don't waste your than the cart. Poor game, poor theme, poor Populous.

Fans of the PC version will be doing filips for this card. Even though the game is a bill-represents an original concept that takes some thought to wer. Not only do you have over 100 worlds to conquer, but also different backdrops help change the repetitive nature.

Populous is one of those games that you either like or hate. Lon't really mind so much the case lept behind the game, but he overall execution is just a little too stoy fran blaster veteran like myself the not a good game or a bad game in my book - it's just Populous.

PICK YOUR PATH THROUGH THE PLANETS

2 PLAYER OPTION



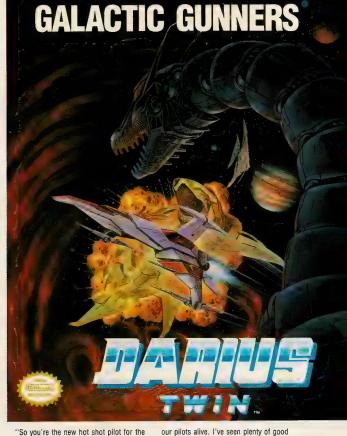












Galactic Federation, aye? Well lend an ear rookie and learn a few things from a veteran galactic gunner.

First of all, those Silver Hawk warships you'll be flying aren't toys. They are sleek shifty, state of the art battle cruisers with a load of firepower. You'll need every bit of it too! That evil tyrant, Belser, and his metal monster spacecrafts, will fire weapons you've never seen before. And if your maneuvers are any slower than light-speed. you'll be nothin' but space sparks.

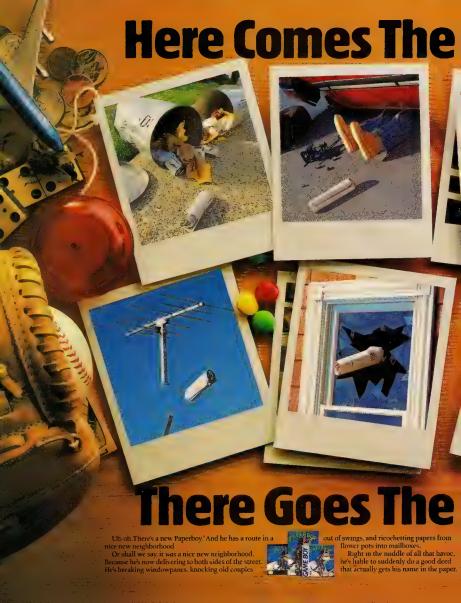
Our only chance to save the planet Darius and restore order in the galaxy, is by keeping

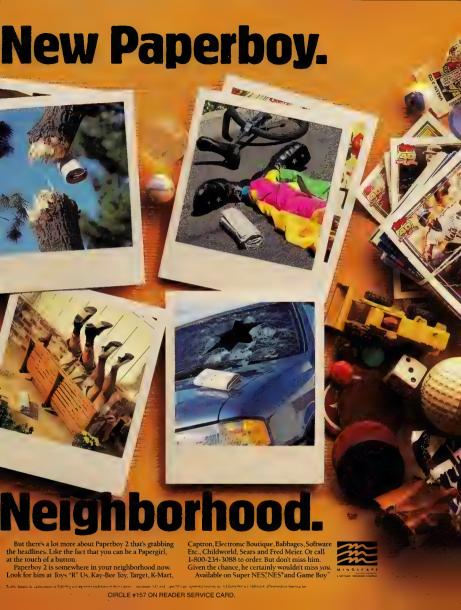
pilots go by the wayside because they hit the panic button as soon as they got a glimpse of those oversized monster ships. In other words, keep your composure kid. It's also a darn good idea to fly your missions with a good buddy. After all, any good pilot can use a

trusty wingman. Well kid.

it sounds like they're calling your number. I hope we get a chance to talk again. Good luck, rookie!"

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FACT-FILE

Manufacturer: Capcom Machine: Super NES Cartridge Size: 8 Meg Number of Levels: 16 Theme: Action

Difficulty: Hard
Number of Players: 1
Available: December

KCDUR'S

The princess have once againg to the popular of the princes of the popular of the princes of the popular of the popular of the popular of the princes of the princes of the princes of the popular of the princes of the popular of the princes of the

Loki, and now to exact his revenuping the Arthur's princess, it seems, is one who knows withis new by the Arthur to get it done. If the revenue are to sarphing and to sarphin











Just like the sections in all, but you post of the national formation and control and cont

CREASURE Chescs

There are many different things that you can get in the treasure chests. Watch out, though, because some of them can be harmful!



Most of the weapons you find are hidden in the chests...



This shield lets you get hit once before losing your armor...







Use this to repel the enemies shots without losing armor...



You must have on the iron armor to get this armor...



The wizard will change you into many different things...



You will have special magic when wearing gold armor...



Watch out! Not all of the chest are helpful!

oddess bracelet

The only weapon that can defeat Sardius! You will see this only after talking with the Princess.







The masician



Yes, he's back and this time he has a few more tricks up his sleeves. He'll change you into different things depending on what armor you have.









The siege craft cleapons!

As in the original "Ghouls" games, there are many different weapons that you can retrieve during your quest. Each one of these weapons has its own unique abilities, with some more effective on Bosses while others are deadlier to regular beasties. Also, Super Ghouls has added a new type of bronze armor that will give your weapon a boost while you search for the gold armor that will endow Arthur with special forms of magic!

SUULORO



DAGGER



CROSSBOUL



FLAME SKIURU



TRACTO DAGGER



magic crossbott



Lightning



TRAGON WITH



Chunder



FIRE WLATER



SABER



stokle



入次日



FIRE FOUNCAID







magic acce



Fire shield



capir Lauino



CORDADO



SUD BURST





Tenel 5

The rapid life of the dagger is useful in this level because the ghosts tend to gang up on you as wen as being useful against the Bosses! Make sure to jump around to find the treasure chests.















LOOK

The ship isn't very stable and it tends to sink making the water level rise. Just make sure you're on high enough ground when this happens or it's adios Arthur!







Tevel

Don't take the shortness of this level too lightly. There are some very difficult lumps to make. so make sure you've mas tered the special double. lump technique to get that extra height and extra length out of each iump. Approach the end Boss slowly and then open up full blast with the daggers. This will be the quickest way to bring the monster down and progress to level four.



This level uses the Super NES's special mode 7 to the max! Don't get caught pending all of your time looking at the effects either, because the attack patterns of the enemies are very aggressive in this region. Pay attention to the path that you can take in the spinning caverns and try to grab up the crossbow weapon along the way. The Crossbow is the best power-up to use against the big bad Boss at the end of the stage.









Brrrrrrr. boy is it cold in here! Make sure Arthur has his armor and his antifreeze throughout level five. The armor will come in real handy because despite the fact that their breath is frozen, the monsters are deadlier than ever! As in previous

stages, the Crossbow is a



clusion of the round.

level 6

those deadly red devils are back in Super Ghouls and Ghosts! Those annoving little devils from the previous two 'Ghost' games are back and as mean as éver! Watch out because neglecting these masties can turn this level into a mightmare almost instantly! To take out the devils as well as the Boss, grab up the Crossbow weapon and power it up with the Green Armor! This combination will work best for Arthur!







Level: 7

This is it! The final confrontation with the evil masters behind the plan to capture the Princess is in sight! But before you can take on the denizens of darkness, you must fight your way through the game, acquire the "Goddess Bracelet" and take it into the final stage where the battle between good and evil will be fought.









FACT-FILE

Manufacturer: Sony Imagesoft Machine: Super Famicom Cartridge Size: 4 Meg Number of Levels: 13 Theme: Sports Difficulty: Average

Number of Players: 1 or 2 Available: December '91



HEY BATTER. HEY BATTER. SWING BATTER!

Pick up your catcher's mitt. strap on your batting glove, pick up your favorite team hat, and get ready to play ball! Extra Innings represents one of the first baseball entries for the Super NES. From the scaling and rotation of the title screen and playing field to the multiple angles of play, Extra Innings sends pitches at you at speeds of over 100 mph and gives you the opportunity to be a hero at America's favorite pastime

With 14 different teams to choose from, Extra Innings provides options for practice or tournament play as well as a special edit mode capable of developing an entire team!

With additional abilities for solo or team play, not to mention some very sharp graphics and sound, this 16-Bit baseball title has its bases covered!





After you decide the type of game you want to play, select from any one of Extra Innings' 14 ball teams!





Be careful when taking on the opposing team! The players may look small, but they have the power to send the ball anywhere in the park!





When you enter the game edit mode, you can create your own names and positions. With this feature it is possible to form vour own league!







MAS IS COMING.



ws 415-375-8000

re per experience available by a compart deline is. Call and contemporary portions of contemporary in State of State of

Manufacturer: Interplay Machine: Super NES Cartridge Size: 4 Meg Number of Levels: NA Theme: Racing Difficulty: Average Number of Players: 1-2 Available: January '92

FIRE, EXPLOSIONS, AND RACING?!?

The mean dirt slinging machines of the slameard-mud test dragsters are hitting the screene on your super NES! Choose from three wild and rippin metal monsters! Each one of these totally devastating vehicles has the ability to tear up the track in its own special way, however, so be sure to pick carefully! One you're in the seat as a truly awesome four-wheeled warrior, it's out for blood in one of the wildest and most intense races evel!

Don't come to this competition expecting some simple walk around the oval, either. The terrain out there has a let of nasty supprises ranging from sandits to ice, with a few death-defying jumps thrown in for good measure. With enemy drivers out for blood and carcustomization, RPM years!



Choose between one of



three different rad machines and tear up the track!



THE LAB

TRUCK

DHAGSTER

BUY YOUR WAY TO VICTORY!



After each rece, apply your prize money to more powerful weapons and tires as well as other items that will allow you to increase your abilities and performance!



WATCH OUT FOR ANY RACEWAY DANGERS!

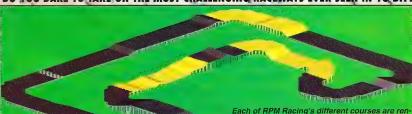




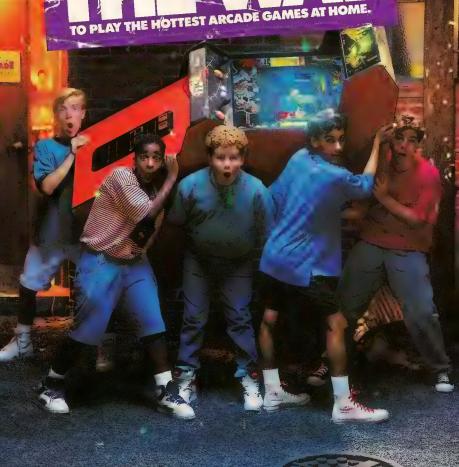
dered in a pseudo-three-dimensional perspective. Throughout each of the different raceways the direction and terrain of the tracks will change, adding to furious pace of the action!



DO YOU DARE TO TAKE ON THE MOST CHALLENGING RACEWAYS EVER SEEN IN 16-BIT?



TO PLAY THE HOTTEST ARCADE GAMES AT HOME.





Three years ago, Sir Arthur rescued Princess Guinevere from the evil ruler of the Phantom Zone. Since then, he's acquired some very powerful weapons to

defend his kingdom, in case it happens again. Well, it has. And this time, Sardius must be destroyed once and for all. It'll take every bit of magic you can

and snapping skulls. But you can't stop until you complete your quest.

Skulls and zombies fall from the sky as the ground shifts around you-better watch your step.

Ghosts appear -and disappear on the haunted seas, use your haunted sickle and you may survive-without it, say goodbye!



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The Mad Gear Gang has turned Metro City into a lousy place to live. Punks, wrestlers

and swordsmen lurk in every alley, subway and behind every garbage can. They've even kidnapped Haggar's daughter Jessica. But Haggar, Cody and his friends aren't going to take it lying down.

> using every punch, throw and kick you've got to eliminate these madguys for good.

Cody's lethal flying kick is just one way to get rid of the Mad Gear Gang.

ÜADRON.

Mercenaries have taken the entire country of Aslan hostage. Except for one tiny airfield they missed— headquarters of the U.N. Squadron the best fighter planes in the world. To save the country, you'll fly the dogfight of your life, as enemy missiles and laser cannons

hammer your F-2D Tigershark. Of course, you have lasers and bombs

of your own. The freedom of millions depends on you, so strike hard and strike often. At the oil refinery. the only way to slip away from enemy attack helicopters is to blitz 'em with

Use your A-10A ground attack fighter's Mega Crush Weapon to dodge antiaircraft missiles that appear from behind the trees.

ARCADE SERIES

FACT-FILE Manufacturer: Jaleco

Machine: Super NES Cartridge Size: 8 Meg Number of Levels: Theme: Shooter Difficulty: Moderate Number of Players: 1 Available: November



BLAST AWAY THE ALIEN INVADERS!!!!

Super E D.F. is coming for Super NES. All the action and speed of the arcade are here. Little is lost in the translation. Scaling is used and there are more power-ups than there are in the arcade version. The weapons left from the arcade are still intact. Each weapon you pick can be powered up five times, for a total of 40 different weapons. The story is that you have been sent by the Earth Defense Force to save it from an alien invasion. To do this, you have to blast through multiple levels, and mini bosses before you reach the final confrontation with the leader himself!

GET MORE LIFE

After you are level five, you will get another life bar every time you go up a level. You can get up to five bars of life.





AWESOME WEAPONRY

At the bigging of each level you can pick from eight weapons. Each weapon has 5 levels of power, and to increase the power you have to kill enemies. If you chang your weapon it will be at the same level of your pre-

vios weapon. VULCAN LASER ATOMIC HOMING 48 400 EXPLODE S. LASER PHOTON GRENEDA 15-34

COOL OPTIONS!

When you are level five you can use your options in four diffenrent ways.

UNION

ROLLING

SHADOW

HOMING









STAGE ONE - HIGH ABOVE THE CLOUDS









STAGE TWO - THE CITY RUINS













STAGE FOUR - THE MOBILE SPACE COLONY

























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Ultima® Runes of Virtue®An FCI original from the creators of Ultima

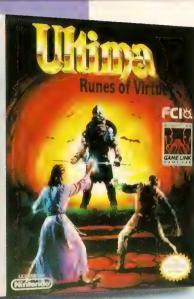






- Powerful 1 mea chip with battery back-up saves play
- m Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.





"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zeida.®" (Nintendo Power. Vol. 23, April 1991)

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, lolo the Bard. Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, laggers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.





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Manufacturer: Sunsoft

Machine: NES

Cartridge Size: 4 Meg Number of Levels: 7

Theme: Action Difficulty: Moderate

Number of Players: 1 Available: December '91



eturn of The Joker

THE DARK KNIGHT RETURN

The streets of Gotham are once again in a state of chaos. The maniacal Joker has assembled his army of thugs and sent the Gotham crime rate soaring. The police can do nothing and the only one who can stop the Joker's sinister plans is Batman. Join the Caped Crusader in this new adventure that introduces new characters and special weapons developed by the Bat Computer. Fight your way through the Joker's heavily armed super fortress and go face to face with the meanest villain ever on the NES.

CHECK OUT ALL OF BATMAN'S EXCITING NEW MOVES!!!











SLIDE MOVE

Batman has a cool new slide move that he can use to attack or dodge enemy fire.







LEVEL TWO LEVEL THREE



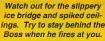


















EVEL FOUR LEVEL FIV





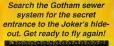






Infiltrate the warehouse and progress deeper into the Joker's lair. Use the Crusher to disarm this deadly Boss.















Manufacturer: Capcom Machine: Nintendo Cartridge Size: 2 Meg Number of Levels:12 Theme: Action Difficulty: Moderate Number of Players: 1 Available: December '91

YO JOE!!!

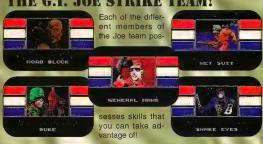
Cobra Commander lives! The island of Atlantis has been raised with the ancient power source used to revive the sinister serpent himself! Now the evil Cobra plans to reassemble his forces and use his new found power to destroy the world! Luckily, the Joe team is hot on his trail, ted by General Hawk! With the rest of the Joes and a little help from you, the team must infiltrate the heavily guarded Cobra stronghold and destroy the allien power source.

This won't be an easy task, even for the skilled GI Joe members! Cobra has also taken hostages and they must be located and freed before the power base is destroyed. It's a race against time and the enemy as you and the Joes face the destruction of the known world!

ONE YEAR AGO, THE JOE TERM RTTRCKED AND BESTROYED COBRE COMMENDER'S MAIN BASE ON BY UNCHERTED ISLAND IN THE STERNTIC. UNKNOWN TO BENOME AT THAT TIPE THE ISLAND WAS HE FURLLY BLL THRY BENETINED OF LOSS CONTINENT OF ATLANTIS. AFTER THEIR DEFEAT, COBRA UNEARTHERED AN ANCIENT POWER SOURCE AND FOUND THAT THEY COULD USE IT TO REVIVE COORA COMMANDER!



COMPANY PROFILE: GENERAL HAWK AND THE G.I. JOE STRIKE TEAM!



G.I. JOE TRAINING & SKILLS



PINCH: Use for close combat! Stop Cobra with your skills!



KICK:
The Joe's
karate skills
are the best!
Use in close!



WAVE PUNCH: A quick blast with an intense energy pulse!



JUMP KICK: Nice attack against harder Cobra opponents!





PROJECT: ORBIT STATION

Don't worry Joes, you'll get help along the way from Stalker in the orbiting base. From high overhead, Stalker will provide the Joe team with strategic information on breaking through the Cobra defenses and how to strike and the alien power source now fueling the enemy. Don't be afraid to take Stalker's advice and whatever you do, don't ignore his calls. With his info the Cobras don't stand a chance against the assault allied against them! Remember, knowing is half of the battle!

COBRA STRONGHOLDS:

Run through the deep, dark jungle



Watch for robotic spheres while you go on the platforms



The enemies are everywhere!



Cobra troops on hovercrafts will appear



Hostages are located around the Cobra base.











Ammo

Life

Power

Star

LOOK FOR THESE
ITEMS TO HELP YOU
DEFEAT CORRA!

WATCH OUT FOR THE COBRA BOSS!!





LEVEL TWO BOSS



LEVEL THREE BOSS



LEVEL FOUR BOSS



LEVEL FIVE BOSS

Manufacturer: Asmik Machine: Nintendo Cart Size: 2 Meg Number of Levels: 20 Theme: Action Difficulty: Average Number of Players: 1 Available: Now

DIG UP A NEW ADVENTURE!

WURM is the latest actionadventure title that combines multiple styles of play with a storyline filled with detailed cinemaintermissions.

You assume the three tiered role as the leader of a group of explorers who take on a mission that leads into a maze of underground caverns, As your mission progresses deeper into the subterranian, you come up against the nastlest of enemies while collecting a myriad of interesting artifacts. These items play an intregal role in the mystery that serves as the central theme of the game.

With your friends captured, you must proceed into the underground to locate their position as well as eliminate the forces that stand in your way. Wurm uses many different types of game play that include action sequences where you pilot a drill, take off on foot with a hand weapons and a mean kick, as well as a first-person dual against the enemy in a side-scrolling environment!







SIZZLING CINEMAS

THREE TYPES OF ACTION!



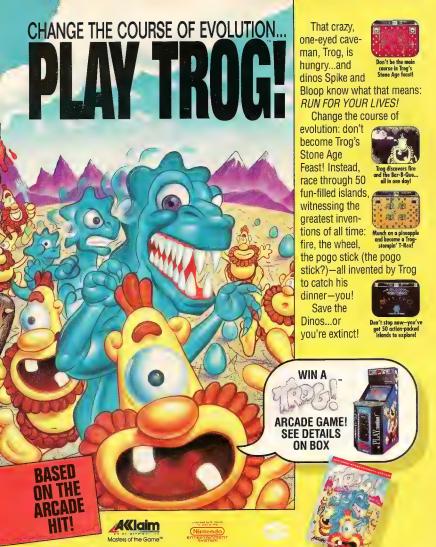








Be aware of your position at all times while in the caverns. You cannot attack them from under a rock, but the enemy can successfully strike at you - even through the rock obstacles. Be especially careful when on foot to avoid the alien bats, they will move in very fast, and cap a lot of energy if the make contact!



SEE SPEAULY MANAGE BOOKS FOR INTERFERIES.
If it is not so produce power for 1970-0148 (The Contract power fo

SCRATCHING ATV BEASTS











Screaming all-terrain vehicles claw for traction on a snaky dirt track. Racing these beasts demands your sharpest animal instincts and lightning reflexes. Slam into rises and conquer huge jumps. Downshift and countersteer in tight corners. Coax knobby tires to grab for traction through hairpin turns. Control four-wheel drift and torque up to brain-warping speed!

QUAD CHALLENGE powershifts you across America's greatest dirt tracks. Select one of four ATVs - each with its own combo of speed and handling. Then blast your way through 9 grueling tracks against a friend, or play the Circuit Championship - a 16 track password race to glory.

For more information write:

Namco Hometek, Inc. 3255-1 Scott Blvd. Suite 102, Santa Clara, CA 95054-3013

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LEAP INTO ACTION!











Incredible dangers await you, Prince Talmit, as you set out to rescue the wildest amusement park ever built – MARVEL LAND!

Dodge massive enemy assaults while hanging on to rollicking roller coasters. Take tremendous leaps between gigantic Ferris wheels! Escape King Mole's wrath by diving through hidden warp doors that teleport you instantly throughout the park.

As Prince of the Dragonmen, your mission is to defeat monstrous Bosses by outwitting them in challenging games such as Musical Holes. Use your greatest weapon, the power "Spirit Whip" to

destroy all invaders in this **8 MEGABIT** wonder from Namco! Get set for fantastic Bonus Round action in the Namco Light Parade and earn Big Points! Death defying adventure awaits as you struggle to liberate **Marvel Land** from the clutches of the evil Mole King.

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Manufacturer: Namco Machine: Genesis Cartridge Size: 8 Meg Number of Levels: 11

Theme: Action Difficulty: Hard

Number of Players: 1 or 2 Available: December

YOU MAKE THE FIRST MOVE!!!

The popular arcade game Rolling Thunder, now has a sequel that you'll find only on the Genesis.

It's the end of the 20th century and a mysterious force has been snatching satellites out of orbit. The world-wide flow of information and commerce has been disrupted, plunging the population into chaos! Only after the World Criminal Police Force investigated these strange disappearances did the diabolical plot behind this sinister plan appear. A terrorist group called the "Geldra" has surfaced again and only with your help with the true nature of their plot be uncovered!



CHOOSE BETWEEN TWO DIFFERENT CHARACTERS.

At the onset of play you have to choose between the World Police Force's two top operatives. If you're really good you can take on the Geldra solo, while in the two player mood you and your partner double your firepower to take out the enemy and restore peace as a team! Good luck!





YOUR AGENT



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The enemy strikes-ba

Rolling Thunder 2 opens with the destruction of the Earth's advanced satellite communications and weapon-relay systems! Awesome cinemas!









TWO-PLAYER SIMULTANEOUS!!!!!!!!

Rolling Thunder 2 offers a unique feature that you don't see in many video games today - full two-player simultaneous action! Team up with a friend and combine your firepower to take out the enemy and blast through the multiple levels of play with the odds on your side! After all, two guns are better than one!

















POWERFUL WEAPONS

Like its predecessor, Rolling Thunder 2 features a variety of weapon enhancements that will power-up your firepower in a variety of different ways! Search out the advanced weaponry as you explore what's behind each of the doorways littered throughout the game! Keep an eye out on your ammo, because once you've spent your last shell it's back to the single shot power of your regular sidearm! Blow the bad guys away!



REGULAR SHOOTS

Your regular gun fires regular slugs with no automatic options!



MACHINE GUN

This will give your gun rapid fire, but doesn't power-up vour ammo.



FLAME THROWER

The flame thrower is very powerful but it has a limited range.



Lasers

This has the farthest range and is the most powerful, but it's difficult to find.









Light Boy is Bound to Attract Attention



HO! HO!... OH!!! My Vic Tokai LIGHT BOY makes Game Boy playing unbelievable! LIGHT BOY has been my number one request this year,

keeping my elves busy until I took off tonight. The LCD screen is so much easier to see, because LIGHT BOY magnifies the screen 1.5 times. LIGHT BOY even comes with batteries and has replaceable lights that make it a great holiday gift (not to mention the ideal stocking stuffer). It's no wonder LIGHT BOY is bound to attract attention.

Batteries Included

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Light Boy™ is a trademark of Nintendo of America Icensed exclusively to Vic Tokal Inc.
Vic Toka Inc., 22904 Lockness Ave., Torrance, CA 90501

Replaceable Lights

Magnification





























You've located the enemy's bio-research center! These aren't any normal terrorists- they're engineered from sea creatures!

ROUND 6





GALAXY GAZETTE Vol. XXXXIV, Issue XXXIXVXI

Aerostar Blasts To Earth!



It has been many years since the Intergalactic Council allowed the earth to be populated after a series of devastating wars. In the years following our return we as a people have struggled for survival. The most difficult battle is still ahead. At this writing, mutant forces are wreaking havoc on our defenseless planet.

Our cry for help has not gone unanswered. The Intergalactic Council has made an effort to stop these violent attacks by deploying AEROSTAR. This state-of-the-art nuclear-generated vehicle of destruction is ready to face the most intense combat. Unfortunately, AEROSTAR is missing the most important factor-a pilot.

As the search for our defender persists, conditions on earth grow worse. The human people can only hope salvation is near.

Intergalactic Council Meeting Today.

embers from nine galaxies are

hone to reach an agreement on w attacks. Intergalactic L Earth soon.















ROUND 8

The enemy is using their control over the communications network to broadcast false reports that have leaders on the brink of war! You must stop them!















After entering the ancient pyramids you'll encounter enemy droids. You must stop them, before you are part of the permanent ruins of the pyramids!





ROUND 10

u've found the weapons in the hidden base! Use your enlanced weaponry to stop the enemy but be carethe new terrorists are ore owerful han ever!















ROUND 11

Finally, you've reached e last level! The opposition will stop at nothing to stop you now so be prepared for a tough fight against multiple enemies!



Keeping It Portable Was Tough...Until Now.





Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy *GAME KEEPER* is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy *GAME KEEPER* allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the *GAME KEEPER* and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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Manufacturer: Sega Machine: Genesis Cartridge Size: 4 Meg Number of Levels: 9+ Theme: Action Difficulty: Average Number of Plavers: 1

Available: December '91



WEB FOOTED WONDER!

Sega expands their line of Disney licenses with Donald Duck, in his first 16-Bit adventure! This time you and Donald must search for the elusive Great Duck treasure of King Garuzia. With the help of your nepnews Huev, Dewey, and Louie, you'll travel throughout the world in search of this priceless gem.

Along the way, Donald will explore dark alleys in the big city as well as eerie castles and mysterious Egyptian pyramids. Your only weapon against the nasties that inhabit the pyramid is a special plunger-blasting pistol! Donald can use these plungers to scale up walls or freeze the enemy just long enough to make a safe getaway. Other power-ups include bubbles and corn shots that provide additional advantages against the wily Bosses!





Watch out for the countless opponents that appear



Run along the rooftops to avoid the enemy attacks!



LEVEL ONE

Waddle through the city streets looking for clues to the treasure while fighting off the ruthless thugs hiding in the alleys. Take to the rooftops and hitch a ride on the cables to get across town in a snap!



















SPECIAL PROPERTY OF IS

There are a variety of techniques that Donald can use to fullmer explore each level. The slide move allows him to. squeeze imough narrow passageways that lead to even greater mystery. He can also altach a plunger to the celling to



Watch out for the cactus!



Go head-to-head at high noon!



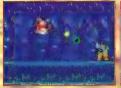
LEVEL TWO

Watch your step when you travel through the desert! There are many dangers ahead, so try to solve a few mysteries in the company of the ancients before the booby-trapped ruins get you first!



LEVEL THREE

As Donald explores the fog filled forest, he finds the entrance to the Count Duckula's castle! New enemies, from clusters of ahosts to evil skeletons that lob their heads at you. appear in this stage!



Count Duckula's forest!



The Count's minions attack!



LEVEL FOUR

Search out the hull of this abandoned pirate ship and vou just might find a secret or two! Keep your bill open for enemies trying to steal vour loot. Be cautious Donald, who knows where you may end up next?



Look out on the ship!





DEVEL FIVE

Look for hidden secrets in frosty icelands of Antarctica. Donald must contend with unfriendly penguins and savage seals to unlock yet another puzzle that will lead you to the missing fortunes!



Watch out! The ice is slick!



Avoid the enemy and move on!



EACT-FILE

Manufacturer: Virgin System: Genesis Cartridge Size: 8 Meq. Number of Levels: 8+

Theme: Action Difficulty: Average Number of Players: 1 Available: December '91

YOUR DING BUDDIES!!



Use this guy to fly across impassable caverns



on his head to get a helpful lift!



A rock on the tail should make your trip a lot shorter!



Get a boost when you stand on his head!

UNGA BUNGA!!!

Me name Chuck Rock. Me big star of new TV game. Me call game Chuck Rock. You help me get past many jump and fight off big dinosaurs that fight me for control of my home.

Grab joystick to help Chuck Rock make it home safe. If you goof, poor Chuck Rock will have nasty fall. Or maybe hurt head. People at Virgin do good job of making Chuck Rock look nice. Me have great graphics and sound that are right out of stone age.

With many challenge and lots of fun, me new Chuck Rock game be big hit with all action game fans. Better hurry, though, Chuck Rock don't like walking under big dinosaur!















LEVEL 1

Use this level to get familiar to the controis of your character. Learn how to use the rocks to protect vourself , kill enemies and how to use them to get on top of things. Rocks are the key to defeat ing the Bosses!

LEVEL 2

Level-2 requires much more skill to complete - be sure to practice your moves! Keep an eye out for hearts - they help you get your life back. Whack the Boss with your stomach, but pin him in the corner for best results.



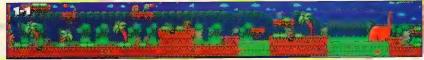












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Manufacturer: Sega Machine: Genesis Cartridge Size: 4 Meg Number of Levels: 9 Theme: Action Difficulty: Moderate Number of Players: 1 or 2 Available: December

THE AXE IS BACK!!

The people at Sega have been hard at work working on a sequel to one of the original Genesis games - Golden Axe. They've brought back the same characters and revamped them with new magic and special techniques, and they stuck them in new levels and put them up against a cast of even more deadly and powerful enemies. You are the only one who has the power to save the land from this evil shadow over the land.

TWO PLAYER SIMULTANEOUS

Like the original Golden Axe this version has the feature of playing with your friend simultaneously.













You can practice beating certain enemies byhaving it out with them in a duel.

PALADIN





SWORDSMAN







DRAGONS

Like the original version you can use the enemies pets to attack!



Use this guy to give your enemy a swift back kick in the face!



A nice whip of the tail should be enough to keep any enemy down



The elassic fire breath of a dragon can be a very useful weapon.

Your dream of fighting the most infamous pirate of them all is about to come true. "Hook The Video Game Coming Soon Sand YM 1998 Thi-Star Pictures, Inc. All rights reserved CIRCLE ¥120 ON READER SERVICE CARD

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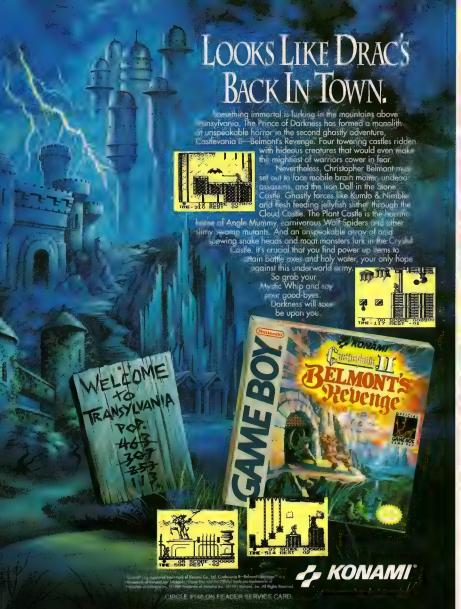








230



Manufacturer: Tengen Machine: Genesis Cartridge Size: 4-Meg Number of Levels: N/A Theme: Racing Difficulty: Easy

Number of Players: 1

CRUSIN' WITH AN ATTITUDE AND A CANNON!

In the future the roads play home to the deadliest of criminals and only the most daring blacktop aces have the mettle to be Road Blasters You're behind the wheel of one of the most advanced urban pacification sportsters ever created! With machine guns mounted on your hood and special enhancements missiles close at hand, you must blast your way through civilian traffic to get at the bad guys in one of the wildest races the arcades have ever seen!

Standing between you and fame are an armada of motor bikes, armored cars, mines, spikes, and a variety of other highway hazards. It's a quick road to armageddon in this slick translation of the arcade original for your Sega Genesis!





Watch out for the road vermin racing next to your nitro burners! These nasty autos have their sights set on you so don't be afraid to fire! Look out for the civies that







FREIR



FILL 'ER UP!



Fuel is aiven each time you nass the checkered line or grab a colored orb!

YOU DID IT!



Spin to a halt when you reach the checkered goal! THERE ARE THREE DIFFERENT SETTINGS!

WATCH OUT FOR HIGHWAY HAZARDS!!



eyes peeled for the different road obstacles!

Many of the hazards will open fire on you!











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Dragon Warrior III. We make the challenge. You make the choice. Caution. Only the most skilled will be able to resist asking for parental assistance. If you think RPG means Radical Playin Game, this one's for you.

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FACT-FILE

Manufacturer: NEC
Machine: Turbografx CD
Cartridge Size: CD-ROM
Number of Levels: N/A
Theme: BPG

Theme: RPG Difficulty: Easy Number of Players: 1 Available: Now

ALL GOOD THINGS MUST COME TO AN END.

For over three years since the forces of Darm and the evil side of the black pearl were dispelled from the planet. Harmony and tranquility have reigned. Even the daring Adol is enjoying the peaceful life with his faithful companion, Dogi. But those days are now past, for the homelands of Dogi are in peril! Crops are beginning to wither and die out. in addition to unusual creatures began hunting the lands at night Could this be the resurrection of the forces of Darm once again? Now, brave Adol must leave his proud country behind to thwart this menace looming over the land of Felugana. Back in its new side scrolling panorama, Ys has hit the Turbo CD once again with all new CD quality music. voice, and adventure.

ENTER FELUGANA



Now, Adol has a whole new world to explore! Felugana contains many wondrous lands that range from the underground to ruins to even an ancient island!



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In the third installment of this trilogy, all new weapons and items can be found or bought, You can get stuff from chests, shops, and the bosses!

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Get ready for the ultimate video game contest only from EGM! Each month we will be giving away one copy of each of the games profiled in our Fact File columns! To enter, simply detach the reader survey card, answer the questions and mark which system or systems you own. We will then award one lucky winner a copy of all of the games contained in our Fact-File section for the system indicated in question three! It's that easy! Act fast - the deadline for entering for our November games is December 1!



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- 2) Answer the Survey Questions and Pick the Systems that You Own.
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PREPARE TO BUTT HEADS. AGAIN.

The ultimate headbanger's back. Bigger, badder, and bolder than ever. And this time Bonk's got a score to settle. The evil King Drool III has

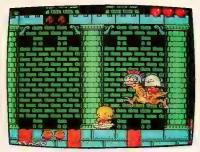


If the giant tortoise boss turns his back on you, watch out. He's ready to fire volcanic rocks.

retaken control of the kingdom with lightning fast speed. And it's up to Bonk to swim, fly, and battle deadly piranhas to avenge this travesty. Brace yourself for serious cranial impact: The headbanging cave dude has returned.



If your new game had 7 levels, and more than 7 secret bonus games, you'd be walking on air, too.



Those pasky creatures are back. And this time they're riding mutants. Giddyup.



61991 NEC Technologias, ind. For information on this game, cell the Turbofeem et 1,900 FUN TG18. The first 3D seconds are free. 98¢ per minute thereafter, maximum 55 per cell. Get your gevertal germassion first. Bonk's Revenge is a prodement of NEC Technologias, no. 6,1981 Hudson Soft, 6,1989, 1961 Red.

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Loe Montana quarterbacked his San Francisco team Jio 4 Super Bowl titles, Now, Joe Montana Football leads the Game Gear line of super video games. Game Gear's newest addition lets you call plays, scramble, pass and score just like Joe

Montana, pro football's "Athlete of The

Decade". But Joe Montana Football is just one of many stars in an all-star line-up. Game Gear has lots of super games with many more on the way. Games that test

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Ninja Gaiden*

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FACT-FILE

Manufacturer: Sega Machine: Master Cartridge Size: 4 Meg Number of Levels: 10+ Theme: Action

Theme: Action
Difficulty: Easy
Number of Players: 1
Available: December

WARNING: HEDGEHOGS APPROACHING AT SONIC SPEEDS

You got it! That super speedy hedgehog with an attitude has just sped his way into the 8-bit market and does he ever have a job to do! It seems Sonic's friends are beginning to disappear from the homeland. Who could behind such a plot except the evil Dr. Robotnic who is changing Sonic's buddies into robot slaves! Needless to say, Sonic don't play that game!

Use your fleeting footpower to run through totally new 8-Bit worlds not seen in Sonic's Genesis adventures! There's plenty of power-up items ranging from the super sneakers that give you all the super speed you need, to bubble shields that will help you survive longer!

All you 8-Bit bangers don't feel left out! Sonic is here to jam to some of the hottest 8-Bit action around!

in Master System Sonic, you have a special map that details your entire world! Journey to the Jungle, bridge, and sky base zone to deal with!



GREEN HILL ZONE



Based on the 16-bit version, this zone has you spinning and grabbing tons of rings as you try to get Dr. Robotnic's cruiser. Look out for the robotic beasties out to stop Sonic cold.







BRIDGE ZONE







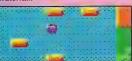


Look out for the openings in the log bridges. You'll fall to your death if you are not careful. There are plenty of hidden items in the trees as well as secret areas, keep an eye out for special zones!

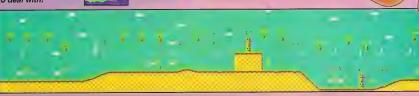
JUNGLE ZONE

Be wary of the water -the current can send you plunging down a waterfall!









LABRYNTH ZONE

In this zone. Sonic will have to watch out for water domestic hazards and robotic foes through land and water sequences. Make sure that you have enough oxygen to last through the level or it's bye-bye hedgehog!







SCRAP BRAIN ZONE













The Scrap Brain Zone contains a mechanical twisting and turning maze that is filled with numerous conveyor belts, transmats and other unusual machines that will try to fry your quills off and turn you into a Sonic burger!

SKY BASE ZONE







Board this enormous airborne vessel and find Dr. Robotnic. It's all up to you now. Good Luck!



FACT-FILE

Manufacturer: Sega Machine: Game Gear Cartridge Size: 2 Meg Number of Levels: 5 Theme: Action Difficulty: Easy Number of Players: 1 Available: Dec 1991

LIVE BY THE SWORD-DIE BY THE SWORD...

The master of niniitsu. Rvu Havabusa, is back in an all new adventure for the Game Gear. In this latest GaiDen adventure Jaquio steps aside for Siragane who has taken control of world's nuclear arsenal! To defeat this ruthless terrorist, you must help Ryu overcome the hazards that stand between him and the legendary Dragon Sword. Siragane has sent a horde of his minions to steal the sword to guarantee his power and stop Ryu's progress!

Slash your way through 5 intense levels, fighting off pesky ninja drones and deadly end Bosses. Collect weapons along the way to improve your fighting skills as well as your chances of survival. From cinema displays to ninja weapons, GG Ninja GaiDen brings a new story to life







LEVEL ONE



Fight your way through the jungle as ninja warriors leap from the trees above. Hit the Boss when he starts to swing at you.

LEVEL TWO



BOSS!

Jump onto the moving cargo ships as you battle soldiers with machine guns and grenades. Slash the Boss wiften he peaks fort

LEVEL THREE



Use your ninja skills to scale the skyscrapers while fighting kamikaze kung-fu masters and falling objects. Use stars on the Bess.

LEVEL FOUR





This level is short but the Boss you face is very powerful. There are two different ways to attack it but try using bownerang blades.





CAN YOU
DEFEAT
SIRAGANE
AND SAVE
THE WORLD?

FACT-FILE

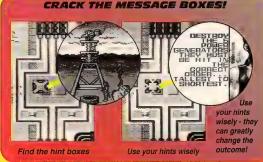
Manufacturer: LJN Machine: Gameboy Cartridge Size: 1 Meg Number of Levels: 8 Theme: Action Difficulty: Easy Number of Players: 1 Available: December '91

THE BIG MODIE ON THE LITTLE SCREEN

Another excellent movie title has arrived. Terminator 2 is here and it's ready for play on the Gameboy. Even though the game play is pretty fast, there is still little on-screen blurring. The cinema art is cool, and besides its action theme, it also has a puzzle theme to it as well. Connect the lines to make a circuit and reprogram the Terminator in the second level; you must do this before your time runs out. Terminator 2 will challenge the speed of your fingers, and the strength of your mind, there is also a variety of enemies and obstacles to overcome. You liked the movie, now here's the game.









SKYNET ATTACKS FROM THE GROUND & THE AIR!







Jets will fly above and try to drop bombs on you, so be careful!

Cool Cinema Intermissions!

TERMINATOR 2 JUDGMENT DAY



This is the screen the you, and the rest of mankind, definitely doesn't want to see...





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MIDEO GAM



FACT-FILE

Manufacturer: Tecmo Machine: NES Cartridge Size: 3 Meg Number of Levels: 29 Theme: Action Difficulty: Hard Number of Players: 1



GET READY FOR SOME INTENSE NINJA ACTION!

Tecmo brings you the final chapter of their popular Ninja Gaiden series in the Ancient Ship of Doom! Ryu must once again battle the forces of evil and return peace to a world balancing on the edge of destruction! This time, however, he has to face his most deadly foe. Did Ryu really lose his sweet Irene at the hands of Jaquio or is something sinister surrounding her disappearance. Only Ryu, with Dragon Sword in hand, can uncover the answers in this new Ninja GaiDen adventure!

USEFUL ITEMS

Not all of the Dragon crystal balls contain magic! You may uncover many other useful items in these crystals!



Gives you back 10 ninja power points.



NINJA POWER Refills your ninja power



MEDICINE Gives back 6 units of strength.



Increases vour maximum amount of ninia points.



Gives you one extra life.

1-UP



Increase the power of your sword.

NINJA WEAPONS

Look for these special weapons inside the powerful dragon crystals!



THROWING STARS

This flies straight and takes 10 points to use.



FIRE WHEEL ART

Flies at an upward angle. You need 8 points.



FIRE DRAGON BALLS

Flies at a downward angle. You need 8 points.



VACUUM WAVE ART Blades fly up and down.

10 Points are needed.



FIRE WHEEL

Fire revolves around you. You need 20 points





When the Boss lowers his shield, wack him with your sword. He will then shoot fire, which you must jump, and lower his shield again.





MOVE QUICK RYU!

Ryu must make his way through each level as fast as possible to succeed!

SPECIAL NINJA MOVES

NO THE THE RE DO NOT THE OWNER. TO

Ryu can use his skills as a ninja to do many things that will help get you through this game. Master these skills for ultimate game play.





Like the original Ninja Gaiden, you can climb up and down the walls. In order to do this you have to jump onto a wall. This is very helpful on the levels that require you to work up from the bottom to the top!





Ryu can now grab things from underneath and scale across them. When you hang on these platforms, flip up and you will land on the of them. This technique is very helpful in the later levels when there is no ground to walk on.





When you hang on a wall or below a platform, you can only use your ninja magic. Make sure that when you're in this position you don't get attacked by the enemy or you may be forced to use precious magic to dispatch them!







this point, stay at the top and jump to the right as soon as possible. After you get the 1-UP hurry and move to the left. You must hurry here or you'll sink into the layel



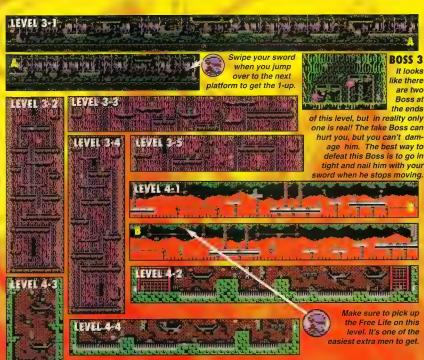


down to you first. When he gets down, he will stop and shoot. Hit him with your sword a couple of times and them quickly retreat to avoid his attacks! He will repeat

this move and continue to give you the opportunity to attack!









This Boss takes time to beat and, unfortunately, you won't have much time left when you get to him so you'll have to be very aggressive. He attacks from below so make sure to be on firm ground or you won't be able to dodge him. Strike with your sword when he approaches from below. When he fires move in between his shoots then go in for the kill!



BOSS 5

This Boss takes a lot of patience and timing, but he can be beat. It is a good idea to have









Fire Art wheel for this Boss to counter his ability to fly up in the air. The Fire Art Wheel will take care of this attack with no problem! Attack with several quick hits when the Boss returns to the ground then prepare once again for his counter!



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We ordered a PC Engine and two video games from the Ultimate Game Club which advertises in your magazine. To date we have not received any of the items ordered. We sent them a check for \$400 which they cashed in a week but have not sent anything. We no longer want any of these items. We just want our money back. We have contacted the Better Business Bureau of Connecticut. They sent the game club three letters which have been ignored. You folks should not accept any more advertising from this company unless they are willing to do what their ads say. Please - if you can do anything to help us get our \$400 back we would be very grateful.

Brian Ray Springfiled, Nebraska

Never before have I written to a company with a complaint as disturbing as the one I am currently writing to you. I realize that you probably do not have much control over the business practices of your advertisers, but I do think when they are practicing deception and false advertising, you should be informed.

Recently, I allowed my 16 year old son to use my credit card to order two tapes from the Ultimate Game Club. I agreed to pay for overnight charges for him to receive the two games promptly. I live in Hawaii so sometimes it takes several weeks for items to arrive with the regular mail. After the order was placed, we began watching for the UPS truck anxiously after four days. Ryan called to double check the order after a few days. We were told that one of the games was on back order so he substituted. My son had called that morning to verify that it had been mailed, and he was assured that it had. The next day I received a notice from the company saying that we had to call them. We did and he was again assured that the tapes were sent. Later I was informed by a company representative that the tape in the American version was not available and had not been for some time, but for \$30 more we could have

the Japanese version. I was so upset, I asked her to just cancel the order. She said that company policy would not allow her to refund a credit on my Mastercard but she could issue a credit voucher.

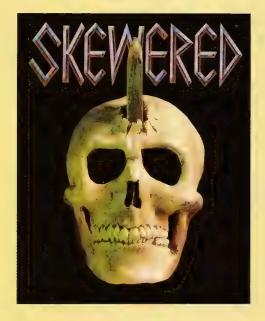
Magazines such as yours have a tremendous influence upon children, and I just cannot believe that you would condone that type of business practice. I am sending copies of this to every newspaper, game magazine, government office and Better Business Bureau.

I hope you publish this letter as a warning in your magazine.

Linda Hinson Irate Customer

(Ed. We have received numerous complaints about the Ultimate Game Club and, as of the August issue, we have stopped taking their ads because of their questionable business practices such as those mentioned in these letters. Even though

other mags continue to publish ads from this company, we feel we must warn our readers about the problems which many people have had with the UGC. Ordering games by mail should not be a harrowing experience to our readers and, for the most part, mail order companies are honest and reliable, providing those far from cities with a way to get new softs. To help out, we here at EGM have established a procedure where we can 'check up' on the mail-order companies that run ads in our mag. While we can't endorse or quarantee the services of our advertisers, we are now requiring that mail order companies abide by important rules and we will reserve the right, as we have done with the UGC, to refuse advertisements from any company that doesn't measure up. If you have a problem with your order, contact our customer service line and we will do all that we can to help rectify your problems.)



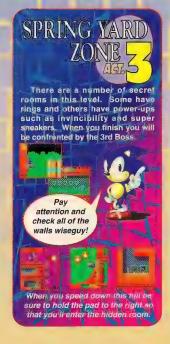
FACT-FILE Manufacturer: Sega Machine: Genesis Cartridge Size: 4 Meg Number of Levels: 20 Available: Now

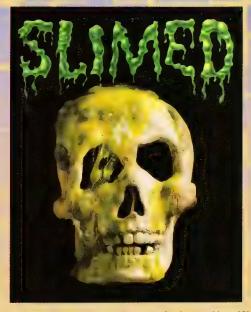
HOLY HEDGEHOGS!!!

Sonic is back and this time he's going to personally guide you through the next few levels of his wild game. The U.S. National Video Game Team will also help you increase your scores and learn all of the top secrets in this great cart. Warning: these tips may actually help you play better and we apologize in advance for Sonic, he has quite an attitude problem.











This has is particular simple to defeat as long as you see your co

say all the way to the left when You list sention him Move to the nex block as the trias to stay you and then jump about that him. You

First transcence (A) To The

200 100

a v

This guy is a wimp. Hit him when he comes down and when he goes up!

LABYRINTHI ZONE

nysteries to it. When you tirst start out, be sure to get the shield at the tep and as you go through the level collect all the rings you can here are over 100 for a see life!





level starts to se, hop onto the cork for a lift to the top. Watch out for spikes Give me a break! This is a little tricky but not too tricky for me. Hop up the elevator, don't use the springboard.





LABYRINTH ZONE

a office of the second of the







This section looks like a dead end, but if you look closely the wall can be opened with the hidden switch. I bet you think you're real clever for finding that one.







Actine seg thing of it is stage yourself make a couple well-timed umbs in order to get into the rest of the level. There is a shon-out that you can take but there's a 1 - 2 os. If you go the rong way.

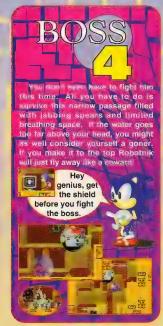


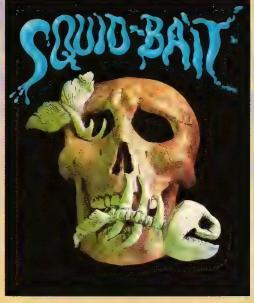
II you tail
through the
hole there is
a short cut,
go the long
way for a
1-uP loop



If you don't
make the jump you will
keep falling and falling.
Land on the ledge, open
the secret passage by
pressing the switch and
simply run to right
to pass!







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FACT-FILE

Manufacturer: Irem Machine: Super NES Cartridge Size: 8 Meg Number of Levels: 7 Theme: Shooting Difficulty: Moderate Number of Players: 1 Available: Now

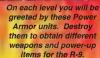
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REFLECTIVE LASER CHIT





AIR-TO-SURFACE UNIT





RING LASSEL





MIGA BOMB UNIT





HOMING MISSILES AIR-TO-SURFACE MISSILES





SPEED UP



BIT UNIT





One well placed super plasma blast should easily obliterate this heavily armored robosest.





This Boss is rather weak. Avoid him in the lower left hand corner of the screen and then blast him.







This huge creature can really be a pain if you don't kill it quickly. Launch your Force Droid right into him and blast away. He should be gone in no time.





Avoid the Death Snakes that protect this Boss and go for the green eye with a Super Plasma Blast for instant victory.

The U.S. National Video Game Team



The U.S. National Video Game Team recognizes these players for their outstanding game playing achievements

574

CORE CL

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Game of the Month High Scores!!

This Month's Game...

M.U.S.H.A

1. Teddy Meadows

- 2 Joe Sou
- 3. Bernard Deguzman
- 4. Mike Kina
- 5 Stephan Krogman

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Score

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603,600



Send Scores For... Castle Of Illusion All entries by Dec. 15

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Now you can show off your game playing skills with your very own U.S. National Video Game Team (ackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts1 Get your high scores in today!

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Score

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Abadox After Burner Bad Dudes Batman **Bural Fighter** Contra Double Dragon Double Dragon 2 Guerilla War Karnov Marble Madness Mega Man Metal Gear 2 Paperboy PO.W. Rad Racer Rampage Road Blasters Rolling Thunder

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Game

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Player

Kelly McKenzie Jeff Yonan Stephan Krogman Jeff Arensmeyer Kelly McKenzle Josh Winter Chad Hisad Edouard Charbons **David Wright** Stefan Zarzynski Edouard Charbonneau Jason Turka Jeff Adkins Sergid Strugar Glonn Stockwell David Wright David Wright Stephan Krogman

Raiph Barbagallo Edouard Charbonneau Jeff Yonan Kelly Mckenzie Sergio Stugar Gary Gold

Jeff Adkins

November Kelly Stephan Krogman Greg Gibson Steve Ryno Brien Chapel Jerry Landers Leong Su Chin Dan Lee Stephan Krogman



Chris Hoffman

Player Brian Chapel

Grea Gibson Martin Aless



AND THE

Space Harrier 3 - D Game After Burner 2

Game

After Burner

Altered Beast

Black Belt

Double Dragon

Moonwalker

The Ninja

Pro Wrestling

Rampage

Rastan

R - Type

Air Diver Batman Galares Ghouls & Ghosts Last Battle Moonwalker Phellos Revenge of Shinobi Shadow Dancer Strider

Thunder Force 3

Game Alien Crush Blazing Lazers Bloody Wolf Bonk's Adventure

Cyber Core Galaga 90 .LI & .leff Legendary Axe Monster Lair Side Arms Space Harrier Splatterhouse

Score Player 13,572,900 234.400

Christopher Slms Alex Stamos Rob Steamenn Todd Feller Vince Tennant Vince Tennant Vince Tennant Christopher Sims Christopher Sims Brian Gaudreault Todd Bustilla Dan Lee

Player

Dan Lee Steve Suetz Todd Bustillo Jim Hakola Towle MacPhearson Alden Low Kin Yu Tony DeSilvey Steve Swetz

Tony DeSilvey Jason Walinske Chris McHugh Player

Barry Bowman Data Sportling Rikky Graham Chris Nygard Josh Winter Jeff Yonan Chris Camera Ronald Winson Paul Cinker Jim Hakola Jim Hakota Jason Walloske

Super Contra Rules - All scores on Castle of Illusion must be received by December 15, 1991. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, II 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final. For up to the minute high scores call 1-708-916-6474.

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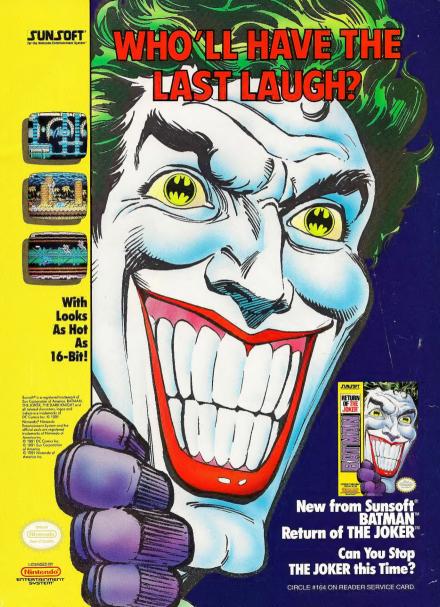
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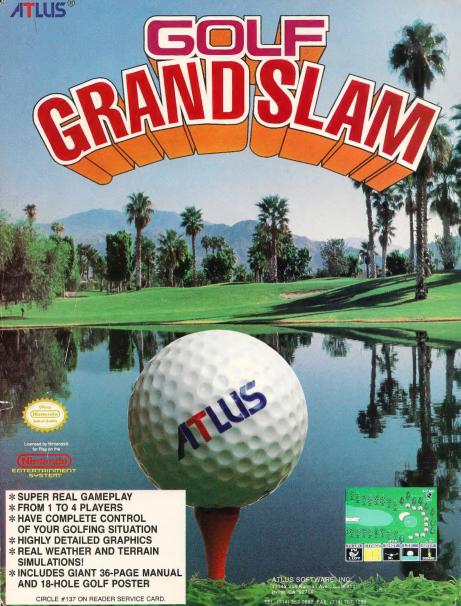
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